The Magazine for Kids

Disney Adventures

FEBRUARY 1992

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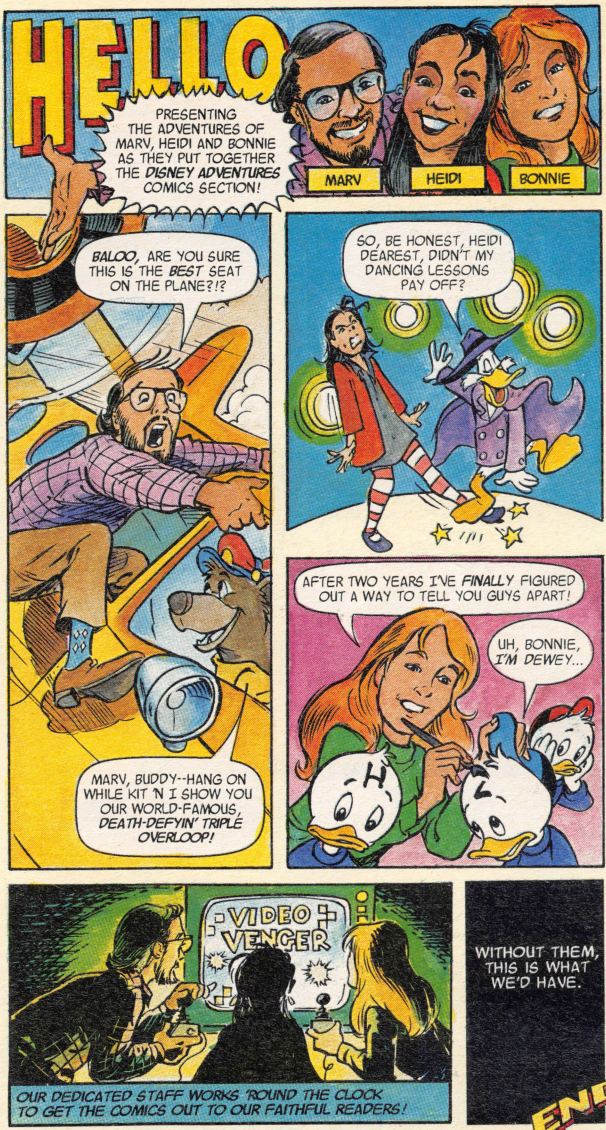

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PASSPORT

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DISNEY ADVENTURES, Zip Code
Disney Publications
500 South Buena Vista Street
Burbank, California 91521-6018.

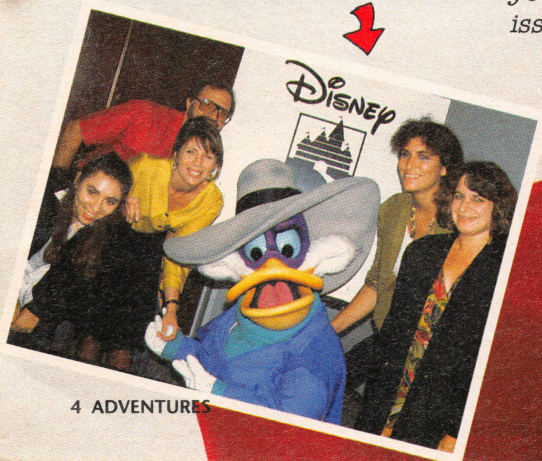
SHARK ATTACK

I really like your magazine. I like to collect stamps—not postal stamps, but rubber stamps. I have about 45. I really like sharks. Can you do another article on sharks?

Brianna Williams, 10
Eugene, Oregon

We're glad you liked our article on sharks [Issue 11 "Great Escapes" Big Adventures]. We're going to devote a whole chunk of the magazine to sharks soon. That should give you something to sink your teeth into.

Here's Darkwing Duck hanging out with some members of the D.A. staff.



MONSTER MADNESS

I just got your October issue, and I think it's really cool. I like Cyber the best. My birthday is on Halloween, and people think I'm a monster or something.

Tom Howard, 10
Stafford, Virginia

Hey, Tom, don't sweat it. Lots of cool people have birthdays on Halloween. As you may have read in our last issue, some of them are cool as ice...Vanilla Ice.

PHOTOGRAPHY: E.K. WALLER

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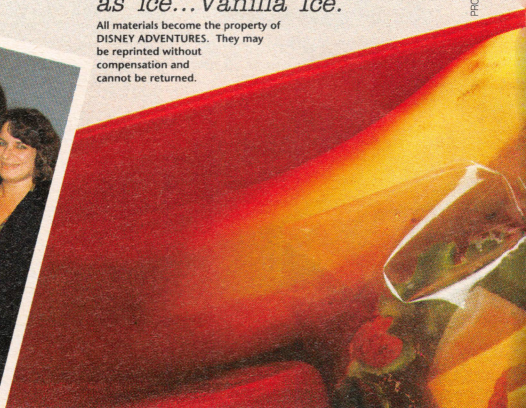

Disney Adventures
is so cool.
It's so much better than
going to school.
You can read it every day.
You can read it
when you play!

Beth Wight, 10
Woodlinville, Washington

COIN COLLECTOR'S CLUB

I just love your magazine. In your July issue, I saw a letter I really liked by Elizabeth Hiscox. She said she had dug up a coin. I am a coin collector and I don't even have that coin!

Tim Van Alsitine, 9
Gurnee, Illinois

HANDYMAN

Hi! I made this handmade village all by myself.

Christopher Kelchner, 8
Bethlehem,
Pennsylvania

CLASS ACT

Recently DISNEY ADVENTURES visited Mr. Getz's fourth-grade class, Public School 166 in Manhattan, and Miss Celona's sixth-grade class at R.W. Carbonero School in Valley Stream, New York. They told us what they liked about DISNEY ADVENTURES and gave us some great suggestions! Thanks to all the kids who talked with us.

If we ever get the chance to visit your area, we'd like to drop in. If you'd like DISNEY ADVENTURES to come to your school, write us a letter, have your teacher sign it, and send it to:

DISNEY ADVENTURES, Class Act
Disney Publications
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Disney Adventures

VILLAIN CONTEST

CREATE YOUR OWN COLLECTOR CARD

Darth Vader slices his enemies with a lightsaber. Cruella de Vil makes coats out of dalmatians. The Joker shakes hands with a deadly joybuzzer. Boris and Natasha steal government secrets. Could there be anyone nastier than these dastardly dudes? Maybe you can create the world's best (or worst) villain! If you do, the winning card will appear in an issue of DISNEY ADVENTURES!

Send us your rudest, meanest, mightiest, most inventive villain. Enter the first annual DISNEY ADVENTURES VILLAIN CONTEST.

Here's how:

First, draw or describe your villain on a piece of paper no larger than 8 inches by 12 inches. Then, on the back, fill in these vital statistics about your villain:

- NAME
- BIRTHPLACE/ORIGIN
- HEIGHT AND WEIGHT
- LOOK
- TOOLS
- SPECIAL POWERS/FEATURES
- HOW HE/SHE/IT BECAME A VILLAIN
- WHO HE/SHE/IT HATES MOST
- WHAT STOPS HIM/HER/IT

Villains from the 12 winning entries will be drawn onto collector cards by a comics artist. A mystery celebrity villain will do the final judging and divide the top entries into three categories: bronze, silver and gold winners, all to appear in future issues of the magazine.

Just remember, you have to create the villain yourself. Your completed entry has to be *in the mail* by March 11, 1992. You have to be at least seven years old (but no more than 14 years old) on March 11, 1992. Fill out the entry form *completely.* Keep a copy of your villain drawing and vital statistics. We can't return the ones you send to us.

ENTRY FORM:

NAME: _____

ADDRESS: _____

City _____ **State** _____ **Zip code** _____

PHONE # : (___) _____
(area code)

BIRTH DATE: _____/_____/_____
(month/day/year)

This villain is my original creation. I did not copy it from anywhere and I did not have any help creating it.

YOUR SIGNATURE: _____

ONE OF YOUR PARENT'S SIGNATURES: _____

DATE: _____

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OFFICIAL RULES

NO PURCHASE NECESSARY

1. All entries must be postmarked by March 11, 1992, and mailed to Villain Contest, DISNEY ADVENTURES, 500 South Buena Vista Street, Burbank, CA 91521-6018. Attach the completed entry form to your villain drawing or description. Mechanically reproduced entry forms are acceptable. Winners will be chosen on or about March 20, 1992, on the basis of originality. The magazine's editors will serve as preliminary judges. A mystery celebrity will select four bronze winners, four silver winners and four gold winners from the 12 finalists. All decisions of the celebrity judge and of the editors are final. The identity of the mystery celebrity will be disclosed in a future issue of the magazine.
2. Limit one entry per person and one prize per household. The contest is open to residents of the United States, including its territories and military installations. Employees of W. D. Publications, Inc., The Walt Disney Company, or their affiliated companies, and the families of each are excluded from this contest. All submissions become the property of W. D. Publications, Inc., and will not be returned. By entering you agree that DISNEY ADVENTURES has the right to reprint submissions in any way, shape or form it deems necessary.
3. W. D. Publications, Inc., is not responsible for lost, late or misdirected mail.
4. This contest is void where prohibited by law. All federal, state and local laws apply to this contest. Odds of winning depend on number of entries and quality of submissions.
5. The winners will be notified by mail.
6. No substitution or transfer of prizes is permitted.
7. All federal, state and local taxes on prizes are the sole responsibility of the winner and/or their parent/legal guardian.
8. Acceptance of a prize constitutes permission to use the winner's name and/or likeness for advertising, trade purposes and promotional use without further compensation.
9. All prizes will be awarded. Each of the 12 Grand Prizes includes publication of the winners' villain statistics and an artist's rendering from the drawing or description on a DISNEY ADVENTURES Collector Card, to appear in a future issue of the magazine.

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GALLERY

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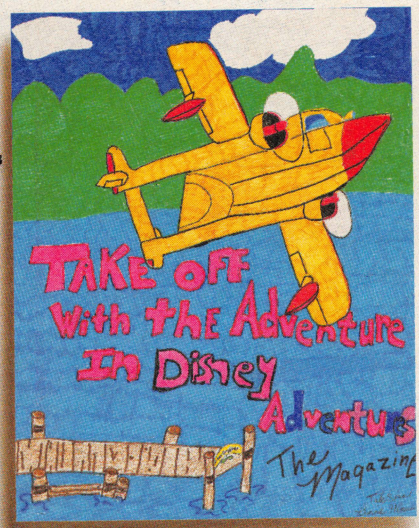
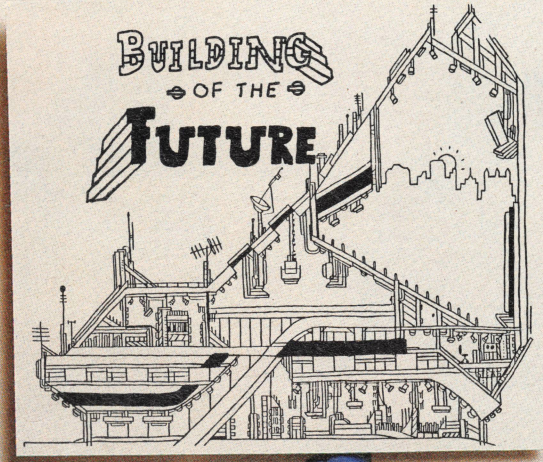
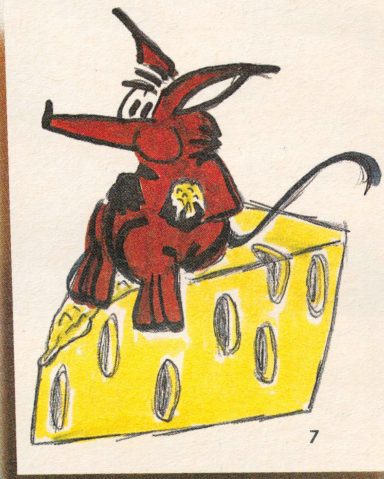


Bonnie Branson
Vernon,
Connecticut

Mark Hazlett, 14
Tyrone,
Pennsylvania



Jack Pullan, 13
Gladstone,
Missouri



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GOTTA LOVE 'EM

Talking to TV's Hottest Dino Family

DISNEY ADVENTURES packed some sandwiches and set out to Pangaea to find the Dinosaurs—you know, that famous TV dino family. We trekked over some huge mountains and through a giant forest. A couple of times the earth shook, and we ran for cover. (You never know when a nasty Triceratops might be in the mood to stomp.) Miraculously, we reached the Sinclair house and bumped into Earl and Baby. They were on their way to pick up some Dino-Tots, but they stopped to answer a few of our questions. →

ILLUSTRATION: MARC BROWN

Where's your favorite place to eat out?
Earl: The jungle. It's all you can catch and it doesn't get any fresher.
Baby: ***The refrigerator. I love eating out the*** **whole** ***refrigerator.***

What kind of music do you listen to?
Earl: Eight-track tapes. They're the latest thing.

Who wears the pants in the family?
Earl: Nobody. Don't you watch the show?

How strong are you?
Earl: I'm very strong, but odor isn't everything.
Baby: ***It is for you.***

Why don't you wear shoes?
Earl: You mean I *don't* wear shoes? I haven't seen my feet in twenty-five years.

What's your favorite meal?
Earl: I'd have to say it's a tie between lunch and dinner.
Baby: ***I'm hungry. Feed me.***

How often do you wash your feet?
Earl: Never. They won't fit in the washing machine.

Do you eat humans?
Earl: No, I try not to eat that low on the food chain.
Baby: ***What are humans?***

Do you ever get athlete's foot?
Earl: Only when I step on athletes.

Do humans make good pets?
Earl: Only when they're cave-broken.

What do you watch on TV?
Earl: The bright part where the light comes out.

Baby: *Me, too. It's the best part.*

Do you think you're smarter than your boss?

Earl: I'm sorry, I don't understand the question.

Baby: *Want me to explain it to you?*

If you weren't a tree pusher, what would you do?

Earl: I'd do it in my spare time just for fun.

If you won a million dollars, what's the first thing you would do?

Earl: Collect it.

Baby: *Change me.*

What does Charlene spend her money on the most?

Earl: Herself.

Baby: *Hello. Need a change.*

What the baby's favorite toy?

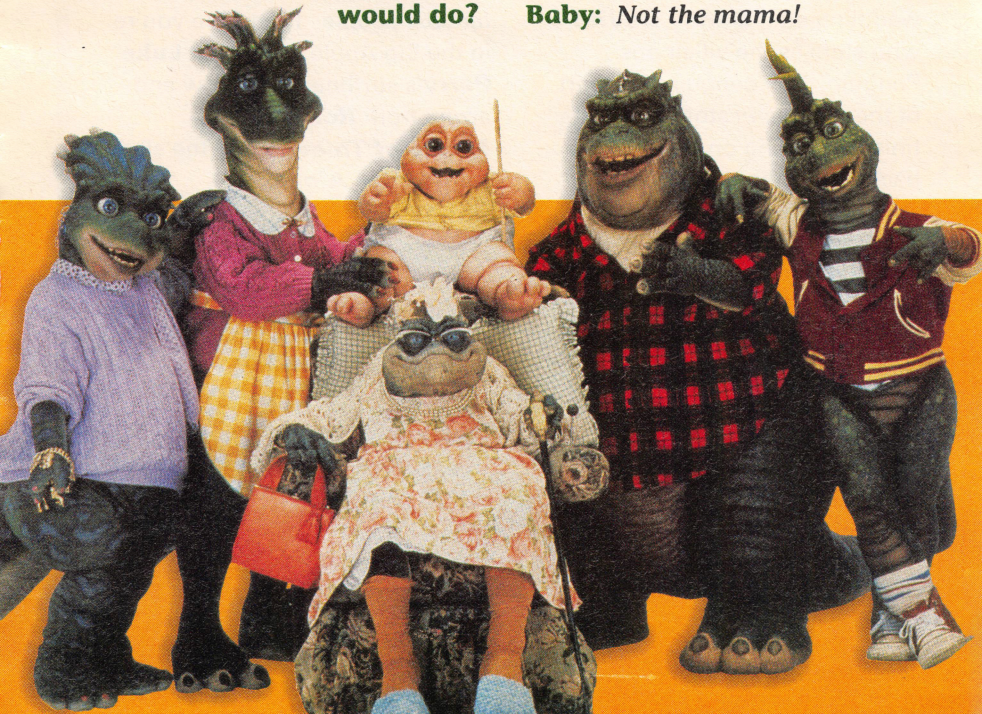
Earl: My head.

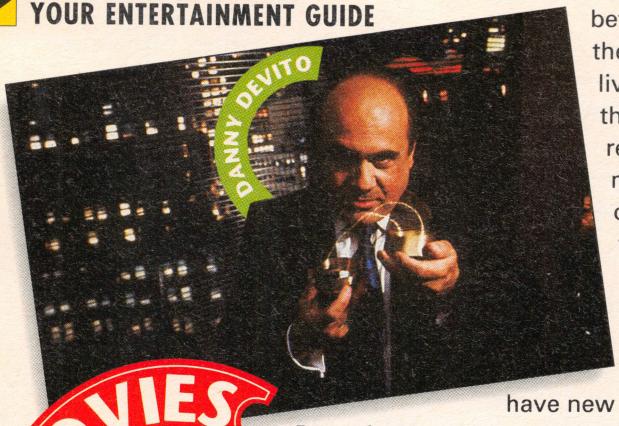
Baby: *And a frying pan.*

What do you think the baby will be when it grows up?

Earl: A dinosaur?

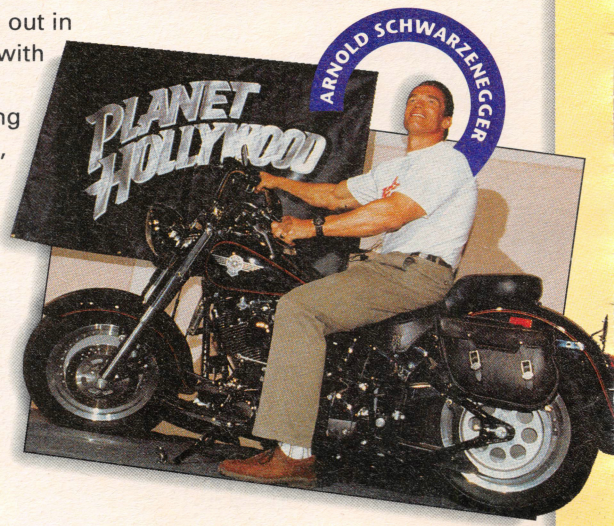
Baby: *Not the mama!*





MOVIES

Penguins, penguins everywhere...At least 400 penguins appear in this summer's ***Batman Returns***, and they're all waddling after **Danny DeVito**, who stars as the villainous Penguin. The penguins are part of the *top-secret* story that just finished filming on the studio back lot. When they aren't shooting scenes, they hang out in their own trailer, complete with air-conditioning. For more Batman updates, keep tuning into DISNEY ADVENTURES, same bat time, same bat page. . . . ■ ***Radio Flyer*** will finally appear in theaters in February. Ten-year-old **Elijah Wood** and 8-year-old **Joseph Mazzello** star as two brothers who move to a new town and use their imaginations to make life seem better. They decide there are monsters living in the closet and they imagine that a red wagon is a flying machine. Check it out to see if it really flies. . . . ■ **Arnold Schwarzenegger, Bruce Willis** and **Sylvester Stallone** don't have new jobs flipping burgers—but they *do* own a new restaurant in New York City named **Planet Hollywood**. Like the **Hard Rock Cafe**, this restaurant is full of stuff used by famous people. Next time you're in the Big Apple, check out **Luke Perry**'s surfboard, the bow and arrow from ***Robin Hood: Prince of Thieves***, and the sled from ***Home Alone***.



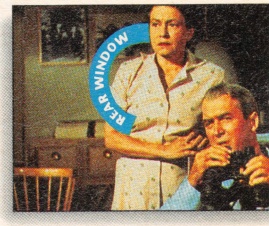
When we called 10-year-old Gaby Hoffmann to ask about her upcoming movie, *This Is My Life*, she had to drop the phone to turn down her stereo.

Q: What were you listening to?
A: Madonna. I used to think she was the most disgusting person ever, but now I'm kind of obsessed with her.
Q: What do you like to do when you're not on the set?
A: I love to ice skate, roller skate, Roller blade (we practice in the halls of the apartment building), do gymnastics, read, listen to music, write and watch TV.
Q: What do you write?
A: Everything. Poetry, stories, plays. I wrote my autobiography up until I was eight. My friends and I started to write a movie, but we got into a fight so we didn't finish it.
Q: And books?
A: I loved *The Diary of Anne Frank*, anything by Roald Dahl, and I adore Judy Blume.
Q: What do you watch on TV?
A: "Beverly Hills 90210"!
Q: Who do you like the best?
A: Jason Priestley is the cutest. But Luke Perry is pretty hot, too.
Q: Tell us about your movie.
A: It's about two sisters whose mom wants to be famous. Samantha Mathis plays the nerdy sister, I play the popular sister, and our mom is Julie Kavner (the voice of Marge on "The Simpsons"). She gets real successful, starts dating her agent, and we run away from home.

VIDEO

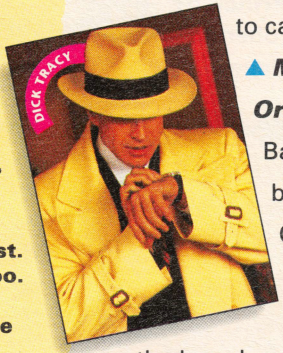
On a cold winter day, nothing's better than curling up with a bowl of popcorn and a good "whodunit." Use your detective skills to solve these video mysteries:

▲ ***Cloak & Dagger***—A young boy witnesses a crime, but nobody believes him.



▲ ***Rear Window***—When you spy on the neighbors, anything can happen.

▲ ***To Catch a Thief***—A retired cat burglar must think like a thief to catch one.

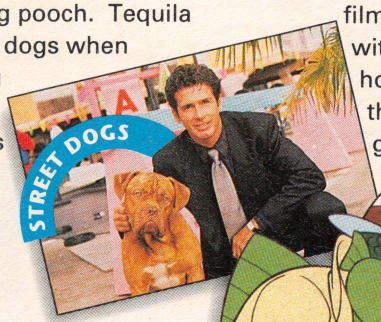


▲ ***Murder on the Orient Express***—Based on the book by Agatha Christie.

▲ ***Clue***—The movie (based on the board game) has three different endings.

▲ ***Dick Tracy***—The cartoon character comes to life to stop a gang of thugs.

What does the world look like when seen through a dog's eyes? To find out, check out a new crime show called **"Street Dogs."** It stars a bulldog named **Foster** who plays the part of Tequila, a talking pooch. Tequila chomps on chili dogs when he's not fighting crime in Los Angeles with his human partner, played by **Jack Scalia**. Tequila also does all the talking. Foster doesn't live a dog's life off the set, either. He has a stand-in when he's tired and eats all the junk food he wants. . . . ■ Who helps **Will Smith** with all his capers on **"The Fresh Prince of Bel Air"**? More often then not, it's Ashley, played by 12-year-old **Tatyana Ali**. Off the set, Tatyana's just as fun: She plays Super Mario Brothers 3 on the Nintendo with her dad, loves Indian food, and someday would like to zip off to outer space. She lives in Los Angeles when she's filming, but keeps in touch with her friends back home in New York so they can "funnel all the gossip to her."



"Fish Police," a new prime-time animated series, wants you to get caught in its net. The underwater tale of "carps and robbers" will be on the air soon. How hard is it to make an animated series? Check out these numbers:

Show	Number of Drawings	Time It Takes
"Fish Police"	24,000	4 - 8 months
Disney Afternoon	23,000	5 - 9 months
"The Simpsons"	17,000-21,000	6 months
"Hammerman"	14,000	6 months

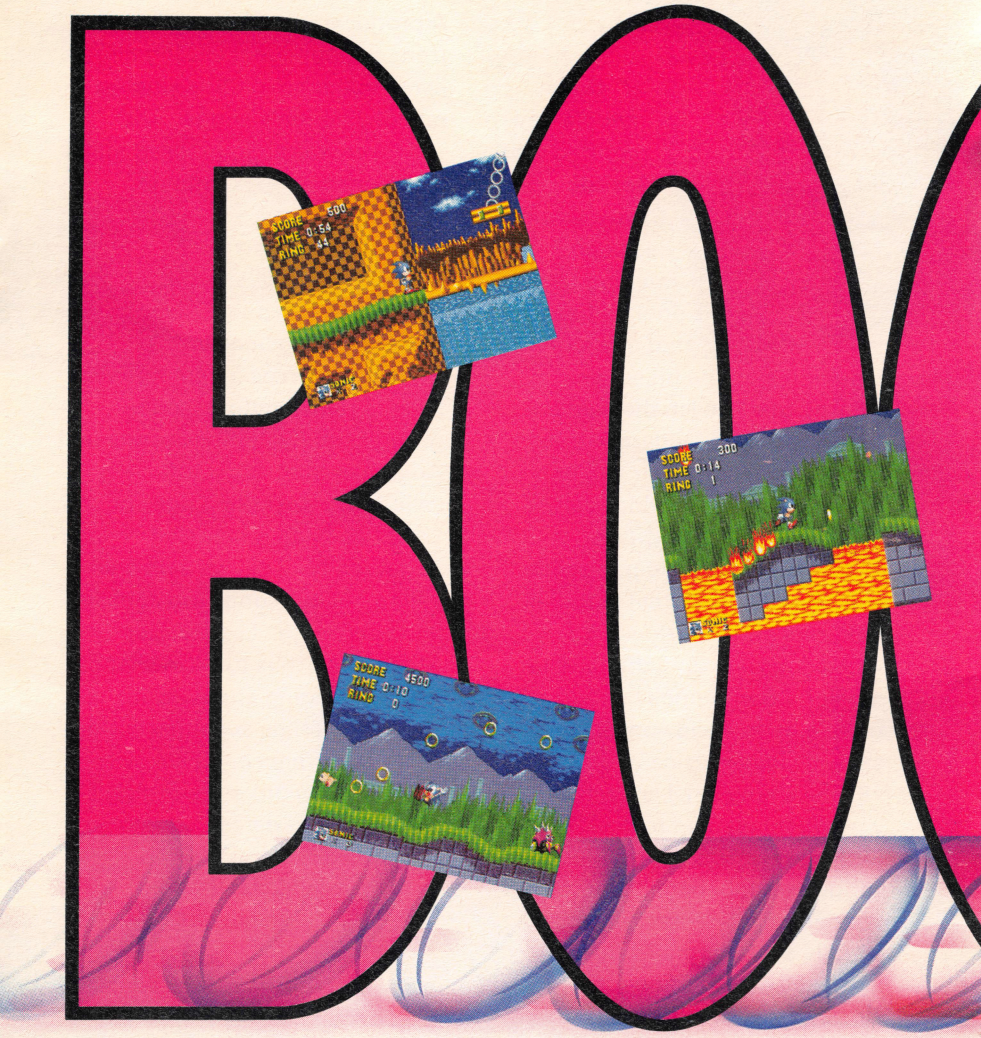
MUSIC

Some people have reported that **Mariah Carey**'s voice has been opening garage doors. It seems that a few of her high notes on the hit single **"Emotions"** reach the same frequency used by garage door openers. But the door will only lift if the song is playing really loudly on a car's CD player. . . .

■ A newcomer to the pop scene, **Babydol** (yes, her real name) has nine cats and four dogs. So, when does she find the time for music? "Sometimes I get up at three a.m. to write songs," she says. "I love music. When I was 18 [she's now 22], I knew this was what I wanted to do." In between pet-feeding and songwriting, Babydol collects antique cars. Her favorites include a '46 purple Dodge. Be sure to check out her first single, a pop/dance/rap mix.

■ Fifteen-year-old **Chris Pittman**'s idol is **Michael Jackson**. So while all his friends were out playing games, he was inside, singing and grooving to Jackson hits. In fact, that helped him get discovered. A producer got a late-night call from a talent agent, asking him to listen to a tape of Chris singing one of Jackson's songs. The producer was so impressed that he delayed a trip so that he could meet Chris. Chris just released his first album. . . .

■ **Roxette** has only performed live once in the United States (at an Atlanta radio station), so the group's totally pumped for its first American tour. It's unofficially called **The Joyride Tour** and the band has been rehearsing "a lot" to get ready. They've also been eating healthy foods (no cookies) and exercising. Lead singer **Marie** *really* has to be in shape: Besides singing and dancing, she changes clothes *six times* during each performance. Check with your local record store or ticket outlet for tour dates.



IT'S STARTED. SONIC THE HEDGEHOG

Think fast. C'mon faster. What happens when a not-so-common hedgehog reaches supersonic speeds? A **Sonic boom**, of course. And you'd better get ready for it. Because here comes Sonic The Hedgehog.™ He's the fastest critter the world has ever seen, and he's a hedgehog with a major attitude.

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Sonic's got everything a hedgehog could ever want: tricks, gadgets and speed. Lots of speed. And he's not

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afraid to use it. Just try to keep up as he gives the bad guys the run-around with his infamous ultra-sonic spin attack. There's never been anything like it.

So don't blink or you just might miss Sonic The Hedgehog. He's fresh, he's on Genesis, and he's here. Well uh, at least he *was* here.

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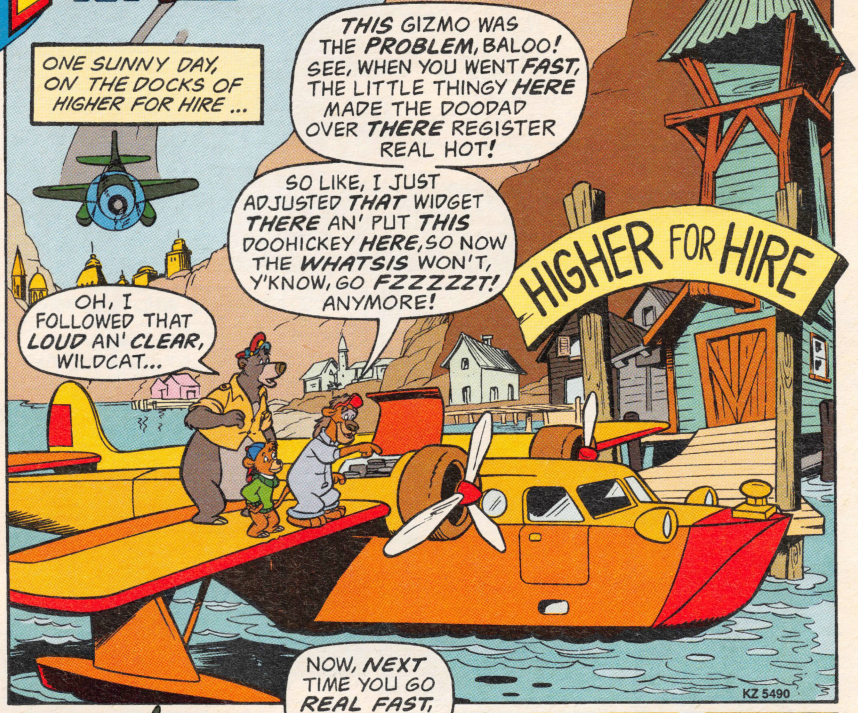

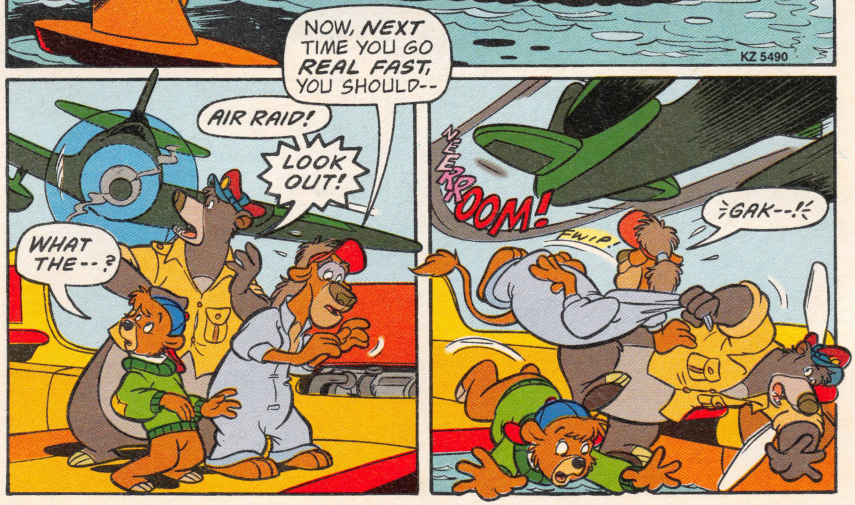

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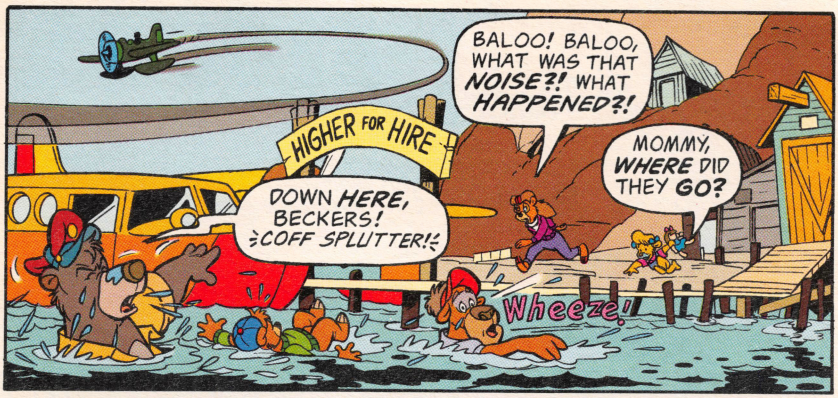
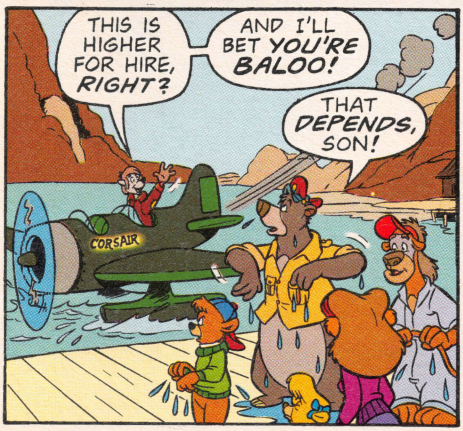
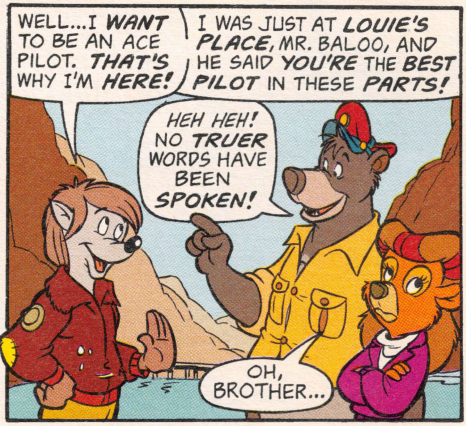

HIGHER FOR HIRE
BALOO! BALOO, WHAT WAS THAT NOISE?! WHAT HAPPENED?!
MOMMY, WHERE DID THEY GO?
DOWN HERE, BECKERS! COFF SPLUTTER!
Wheeze!

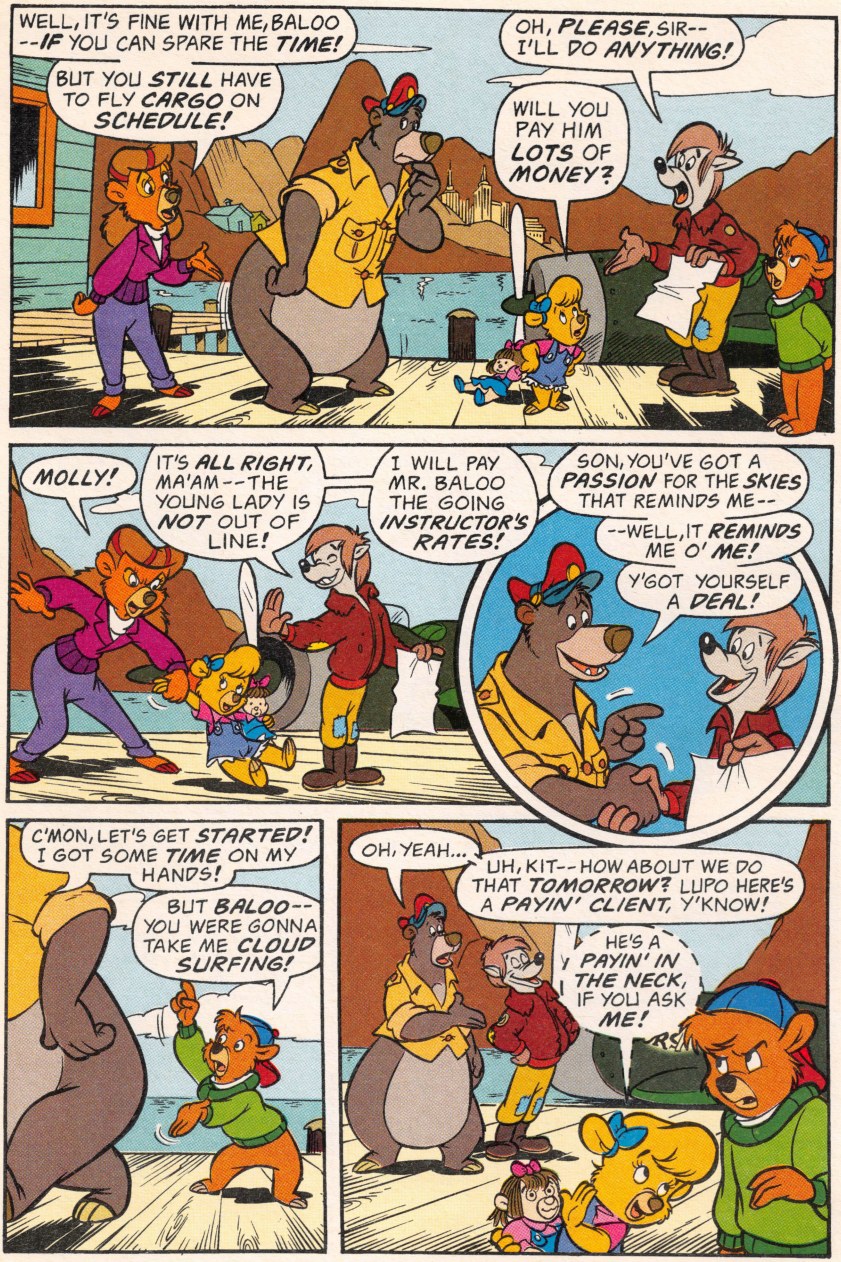

THIS IS HIGHER FOR HIRE, RIGHT?
AND I'LL BET YOU'RE BALOO!
THAT DEPENDS, SON!
CORSAIR

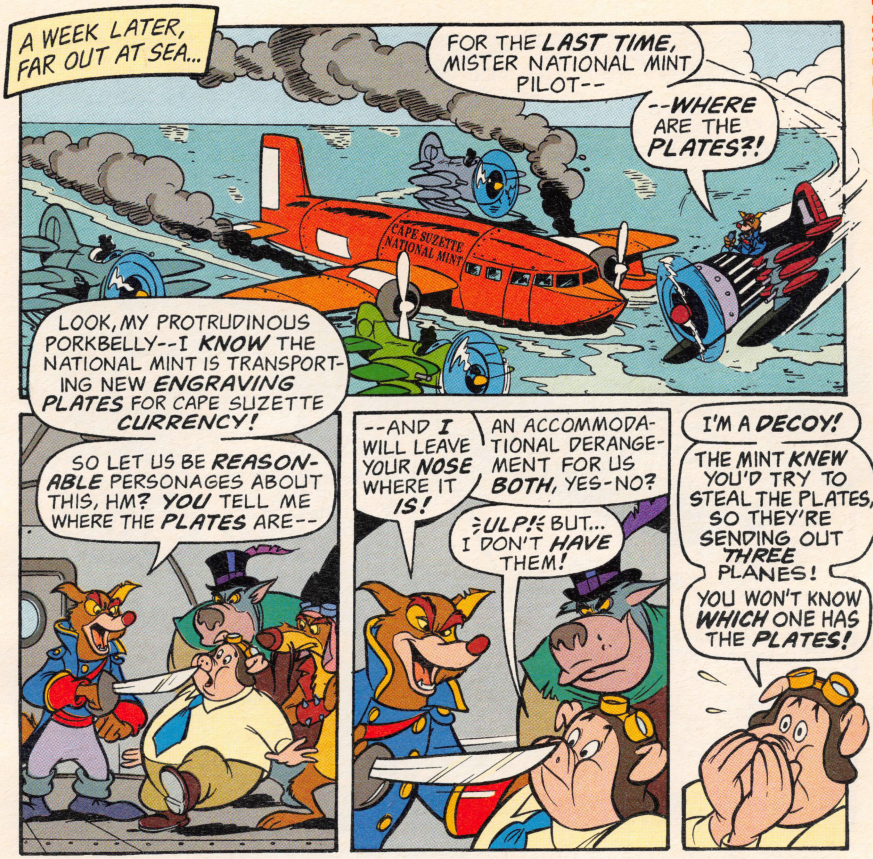
ON WHAT?
ON WHO YOU ARE--
--AN' WHY YOU JUST GAVE ME AN' MY FRIENDS HERE A BATH!

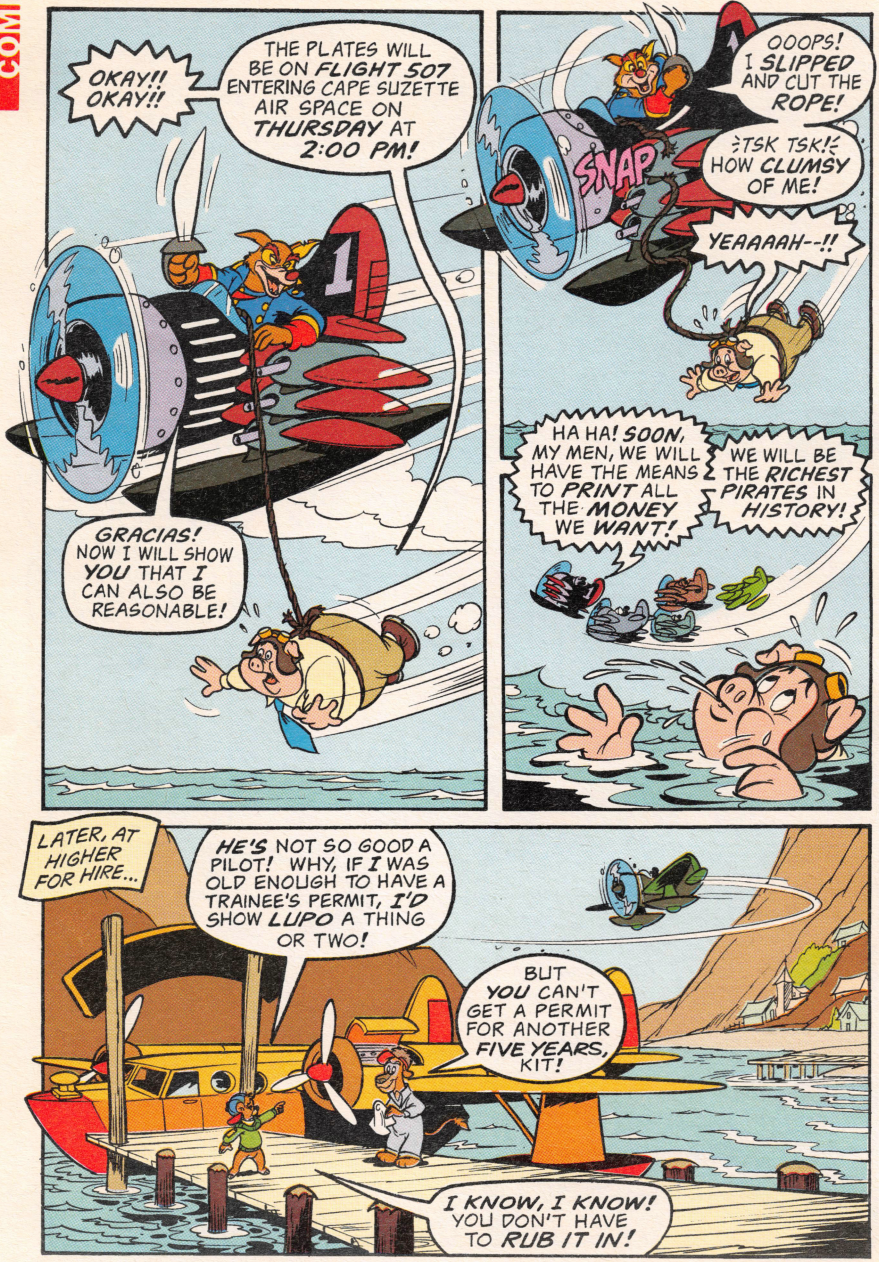
PRETTY GOOD HEDGETRIMMER DIVE, WASN'T IT? I PRACTICED IT FOR DAYS JUST SO I COULD SHOW YOU!
CALL ME LUPO! I'M AN ACE PILOT!
ACE??

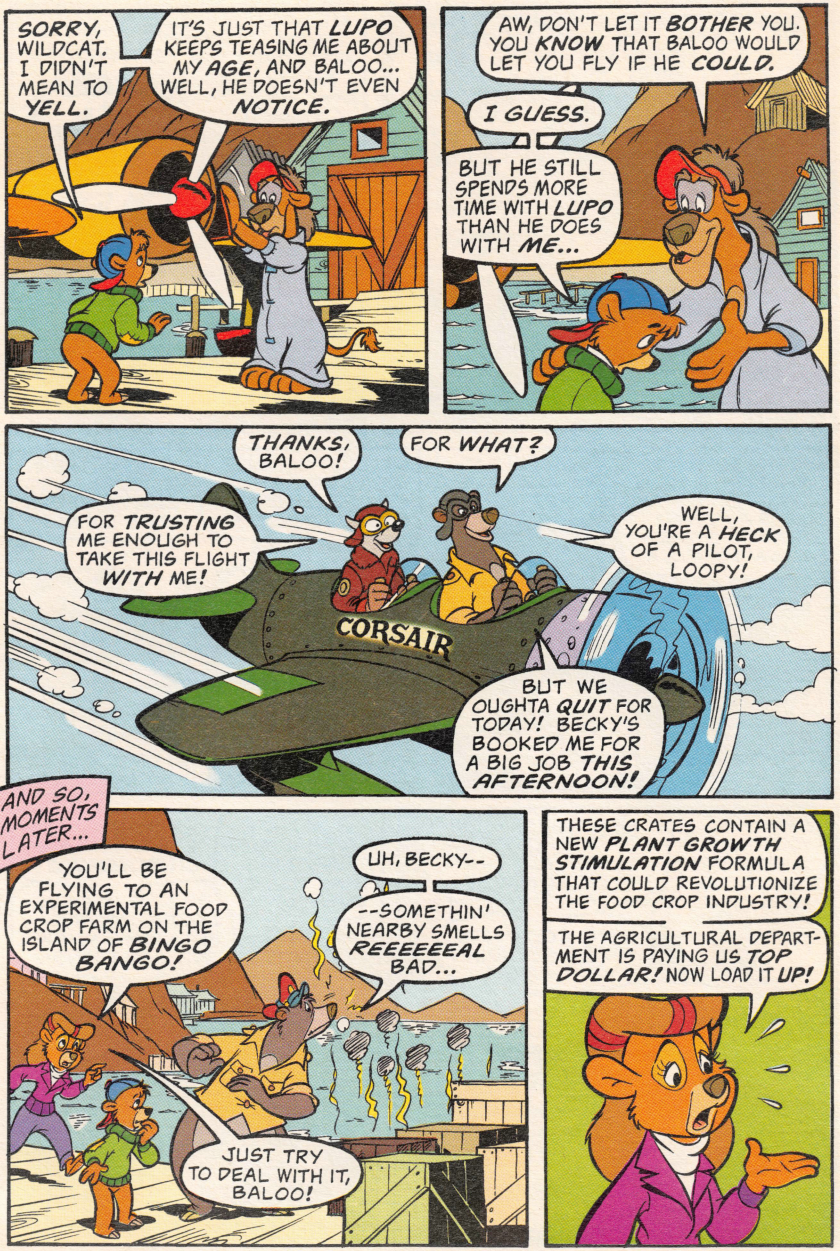

WELL...I WANT TO BE AN ACE PILOT. THAT'S WHY I'M HERE!
I WAS JUST AT LOUIE'S PLACE, MR. BALOO, AND HE SAID YOU'RE THE BEST PILOT IN THESE PARTS!
HEH HEH! NO TRUER WORDS HAVE BEEN SPOKEN!
OH, BROTHER...

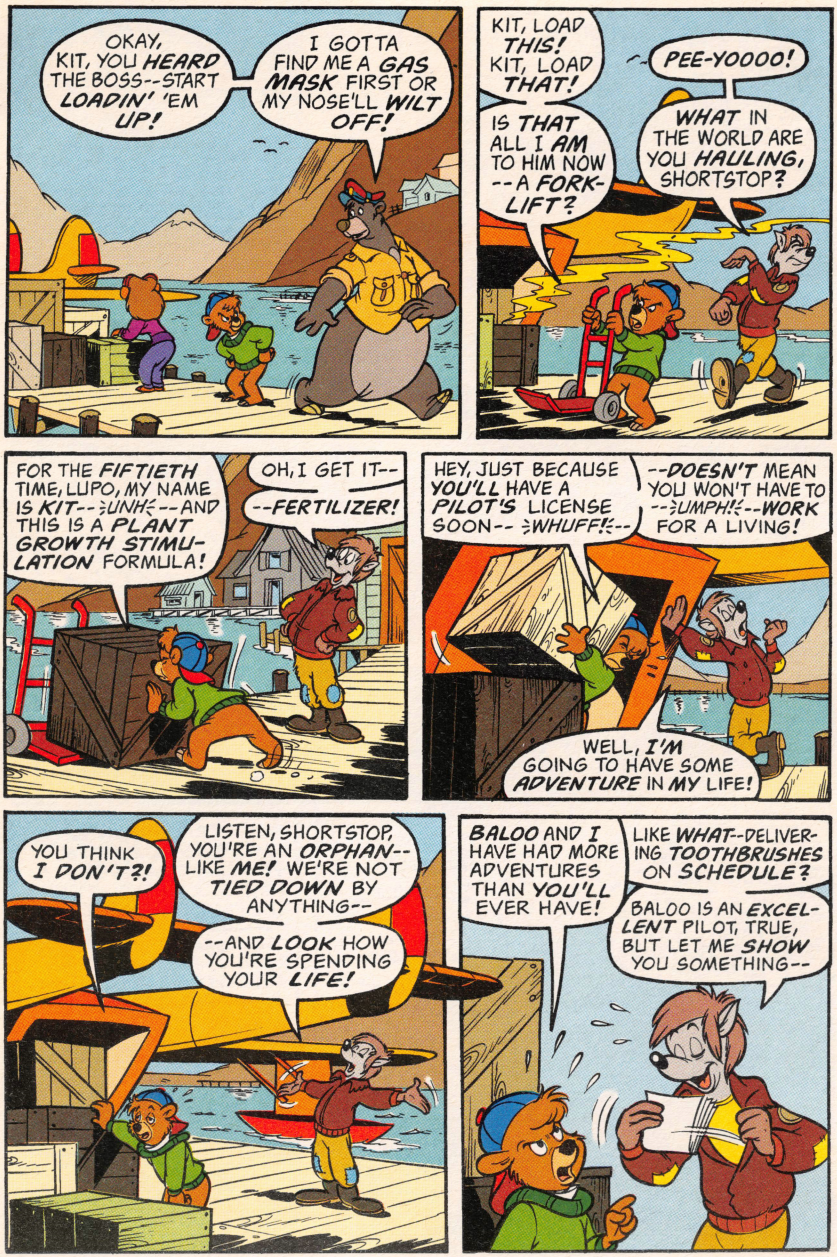
THEN I'D LIKE YOU TO GIVE ME FLYING LESSONS!
AFTER SEEING HIS SLOPPY LANDING, I'D SAY HE NEEDS 'EM!
HEE HEE!
BUT--I DON'T GIVE FLYIN' LESSONS, SON.
OH, YOU'VE GOT TO TEACH ME! YOU'RE THE BEST!
LOOK, I CAN ALREADY FLY--WHAT I NEED FROM YOU IS TO LEARN HOW TO BE GREAT!
I WANT TO BECOME PART OF THE CLOUDS --LIKE YOU DO!
I WANT TO SOAR LIKE THE WIND AND DIVE LIKE A GULL AND--
OKAY, OKAY! I GET THE PICTURE!
WHADDA YOU THINK, BOSS LADY?
HE'S AWFULLY YOUNG...
I'M 17 YEARS OLD! HERE'S MY TRAINING PERMIT!
I OWN MY OWN PLANE AND EVERYTHING!
CORSAIR
WHAT ABOUT YOUR PARENTS? DO THEY KNOW YOU'VE BEEN FLYING WITHOUT A LICENSE?
I AM AN ORPHAN, SHORT-STOP!
I DON'T ANSWER TO ANYBODY!

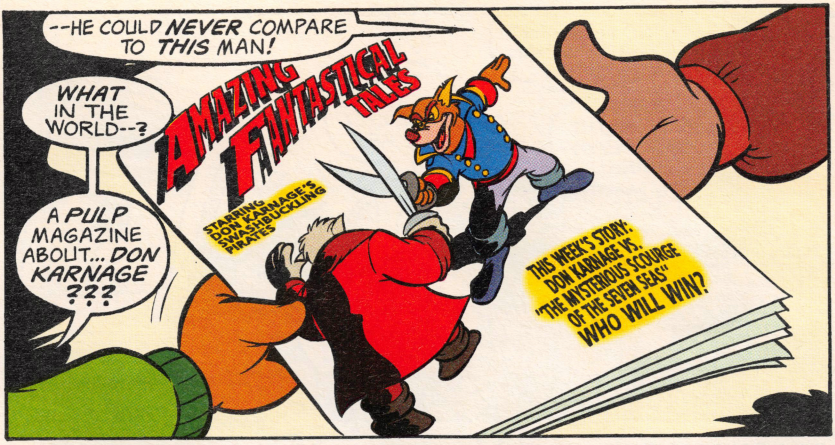

WELL, IT'S FINE WITH ME, BALOO --IF YOU CAN SPARE THE TIME!
BUT YOU STILL HAVE TO FLY CARGO ON SCHEDULE!
OH, PLEASE, SIR-- I'LL DO ANYTHING!
WILL YOU PAY HIM LOTS OF MONEY?
MOLLY!
IT'S ALL RIGHT, MA'AM--THE YOUNG LADY IS NOT OUT OF LINE!
I WILL PAY MR. BALOO THE GOING INSTRUCTOR'S RATES!
SON, YOU'VE GOT A PASSION FOR THE SKIES THAT REMINDS ME--
--WELL, IT REMINDS ME O' ME!
Y'GOT YOURSELF A DEAL!
C'MON, LET'S GET STARTED! I GOT SOME TIME ON MY HANDS!
BUT BALOO-- YOU WERE GONNA TAKE ME CLOUD SURFING!
OH, YEAH...
UH, KIT-- HOW ABOUT WE DO THAT TOMORROW? LUPO HERE'S A PAYIN' CLIENT, Y'KNOW!
HE'S A PAYIN' IN THE NECK, IF YOU ASK ME!


A WEEK LATER, FAR OUT AT SEA...
FOR THE LAST TIME, MISTER NATIONAL MINT PILOT--
--WHERE ARE THE PLATES?!
CAPE SUZETTE NATIONAL MINT
LOOK, MY PROTRUDINOUS PORKBELLY--I KNOW THE NATIONAL MINT IS TRANSPORTING NEW ENGRAVING PLATES FOR CAPE SUZETTE CURRENCY!
SO LET US BE REASONABLE PERSONAGES ABOUT THIS, HM? YOU TELL ME WHERE THE PLATES ARE--
--AND I WILL LEAVE YOUR NOSE WHERE IT IS!
AN ACCOMMODATIONAL DERANGEMENT FOR US BOTH, YES-NO?
ULP!? BUT... I DON'T HAVE THEM!
I'M A DECOY!
THE MINT KNEW YOU'D TRY TO STEAL THE PLATES, SO THEY'RE SENDING OUT THREE PLANES!
YOU WON'T KNOW WHICH ONE HAS THE PLATES!
SO! SOMEBODIES AT THE MINT HAS DECIDED TO PLAY THE CLEVER GAMES WITH ME, EH?
CAP'N, HOW WILL WE KNOW WHO TO ATTACK--OR WHERE--OR WHEN?
MAD DOG, HAVE FAITH! OUR FRIEND WILL TELL US--
--WON'T HE??
MY LIPS ARE SEALED, YOU SLIMY SEA SCUM!


OKAY!! OKAY!!
THE PLATES WILL BE ON FLIGHT 507 ENTERING CAPE SUZETTE AIR SPACE ON THURSDAY AT 2:00 PM!
GRACIAS! NOW I WILL SHOW YOU THAT I CAN ALSO BE REASONABLE!
SNAP
OOOPS! I SLIPPED AND CUT THE ROPE!
TSK TSK! HOW CLUMSY OF ME!
YEAAAAH--!!
HA HA! SOON, MY MEN, WE WILL HAVE THE MEANS TO PRINT ALL THE MONEY WE WANT!
WE WILL BE THE RICHEST PIRATES IN HISTORY!
LATER, AT HIGHER FOR HIRE...
HE'S NOT SO GOOD A PILOT! WHY, IF I WAS OLD ENOUGH TO HAVE A TRAINEE'S PERMIT, I'D SHOW LUPO A THING OR TWO!
BUT YOU CAN'T GET A PERMIT FOR ANOTHER FIVE YEARS, KIT!
I KNOW, I KNOW! YOU DON'T HAVE TO RUB IT IN!


SORRY, WILDCAT. I DIDN'T MEAN TO YELL.
IT'S JUST THAT LUPO KEEPS TEASING ME ABOUT MY AGE, AND BALOO... WELL, HE DOESN'T EVEN NOTICE.
AW, DON'T LET IT BOTHER YOU. YOU KNOW THAT BALOO WOULD LET YOU FLY IF HE COULD.
I GUESS.
BUT HE STILL SPENDS MORE TIME WITH LUPO THAN HE DOES WITH ME...
THANKS, BALOO!
FOR WHAT?
FOR TRUSTING ME ENOUGH TO TAKE THIS FLIGHT WITH ME!
WELL, YOU'RE A HECK OF A PILOT, LOOPY!
CORSAIR
BUT WE OUGHTA QUIT FOR TODAY! BECKY'S BOOKED ME FOR A BIG JOB THIS AFTERNOON!
AND SO, MOMENTS LATER...
YOU'LL BE FLYING TO AN EXPERIMENTAL FOOD CROP FARM ON THE ISLAND OF BINGO BANGO!
UH, BECKY--
--SOMETHIN' NEARBY SMELLS REEEEEEAL BAD...
JUST TRY TO DEAL WITH IT, BALOO!
THESE CRATES CONTAIN A NEW PLANT GROWTH STIMULATION FORMULA THAT COULD REVOLUTIONIZE THE FOOD CROP INDUSTRY!
THE AGRICULTURAL DEPARTMENT IS PAYING US TOP DOLLAR! NOW LOAD IT UP!


OKAY, KIT, YOU HEARD THE BOSS--START LOADIN' 'EM UP!
I GOTTA FIND ME A GAS MASK FIRST OR MY NOSE'LL WILT OFF!
KIT, LOAD THIS! KIT, LOAD THAT!
IS THAT ALL I AM TO HIM NOW --A FORK-LIFT?
PEE-YOOOO!
WHAT IN THE WORLD ARE YOU HAULING, SHORTSTOP?
FOR THE FIFTIETH TIME, LUPO, MY NAME IS KIT--UNH!--AND THIS IS A PLANT GROWTH STIMULATION FORMULA!
OH, I GET IT--
--FERTILIZER!
HEY, JUST BECAUSE YOU'LL HAVE A PILOT'S LICENSE SOON--WHUFF!--
--DOESN'T MEAN YOU WON'T HAVE TO --UMPH!--WORK FOR A LIVING!
WELL, I'M GOING TO HAVE SOME ADVENTURE IN MY LIFE!
YOU THINK I DON'T?!
LISTEN, SHORTSTOP, YOU'RE AN ORPHAN--LIKE ME! WE'RE NOT TIED DOWN BY ANYTHING--
--AND LOOK HOW YOU'RE SPENDING YOUR LIFE!
BALOO AND I HAVE HAD MORE ADVENTURES THAN YOU'LL EVER HAVE!
LIKE WHAT--DELIVERING TOOTHBRUSHES ON SCHEDULE?
BALOO IS AN EXCELLENT PILOT, TRUE, BUT LET ME SHOW YOU SOMETHING--


--HE COULD NEVER COMPARE TO THIS MAN!
WHAT IN THE WORLD--?
A PULP MAGAZINE ABOUT... DON KARNAGE ???
AMAZING FANTASTICAL TALES
STARRING DON KARNAGE'S SWASHBUCKLING PIRATES
THIS WEEK'S STORY: DON KARNAGE VS. "THE MYSTERIOUS SCOURGE OF THE SEVEN SEAS" WHO WILL WIN?

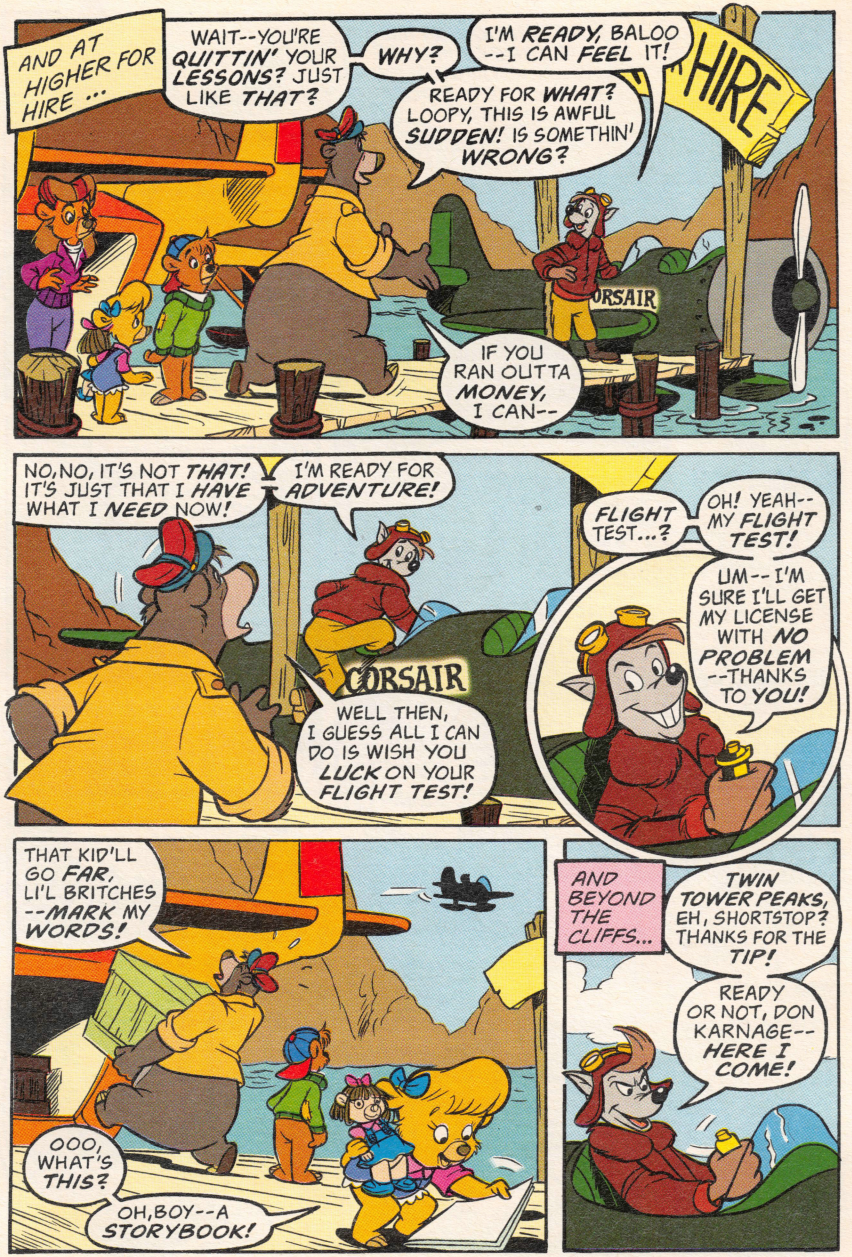
THIS IS GARBAGE! KARNAGE IS A NOTHING BUT A PENNY-ANTE PICKPOCKET WITH A PLANE!
HOW WOULD YOU KNOW?
I'VE READ EVERYTHING ABOUT DON KARNAGE--

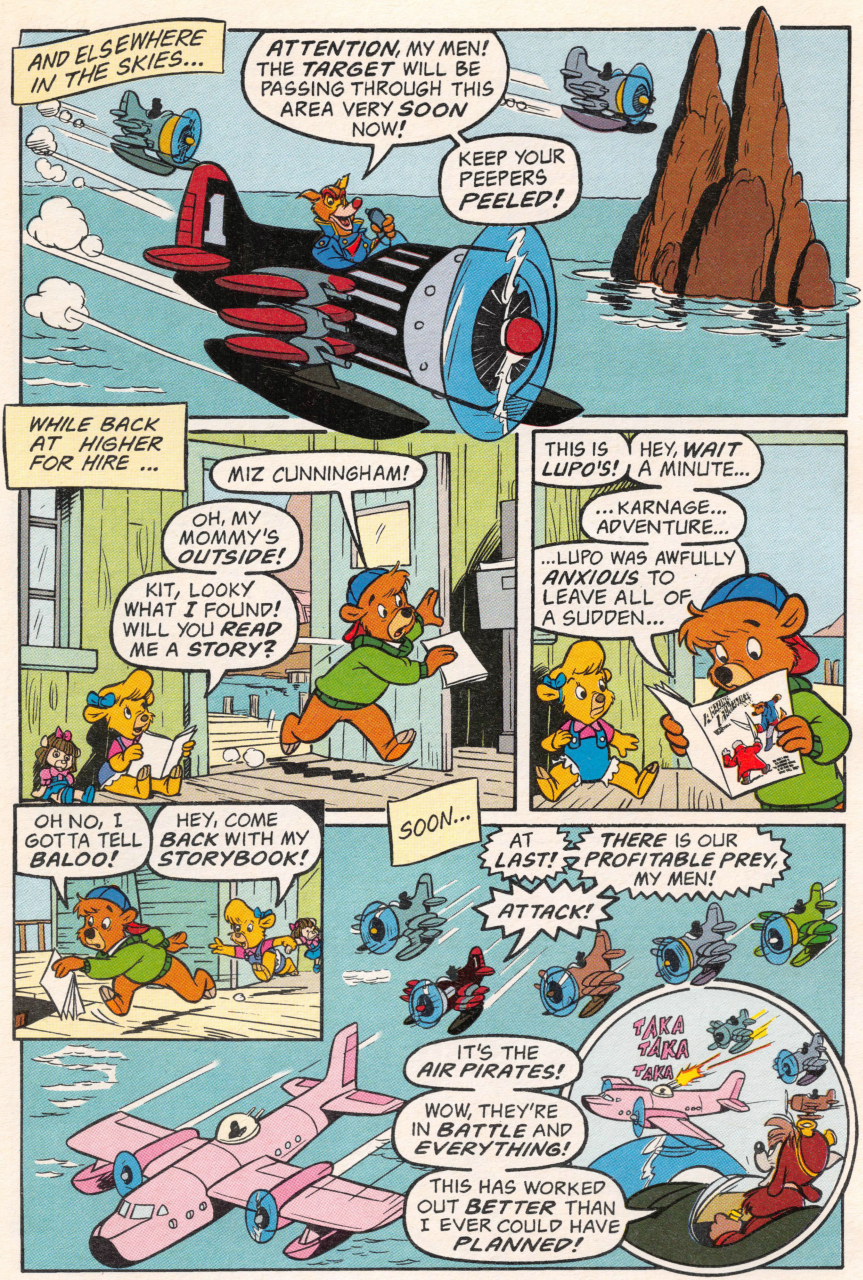
--NEWS, BLURBS-- ARTICLES, STORIES!
NO MERE CARGO PILOT CAN OUTFLY HIM!
FOR YOUR INFORMATION, BALOO AND I HAVE OUTRUN WHOLE SQUADRONS OF AIR PIRATES AT A TIME!

BALOO AND YOU? WHERE HAVE YOU FOUGHT PIRATES?
ALONG THE REDEYE ROUTE, FOR ONE! THE PIRATES ALWAYS HIDE BEHIND THE TWIN TOWER PEAKS--
--BUT BALOO AND I OUTSMART 'EM EVERY TIME!

OKAY, HAVE YOUR FANTASIES.
BUT HERE'S SOME ADVICE--
--IT'S SMARTER TO TAKE WHAT YOU WANT IN LIFE FOR YOURSELF--NOT JUST HAUL IT AROUND FOR SOMEBODY ELSE.
THINK ABOUT IT.

MEANWHILE, ABOARD FLIGHT 507...
NO ENGRAVER'S PLATES HERE, CAP'N!
THIS MUST BE THE OTHER DECOY PLANE!
THAT SNIVELING SWINE LIED TO ME!!
TELL ME WHERE THE THIRD PLANE IS!
I WON'T!
YOU WILL!
I WON'T!
YOU WILL!
LIKE I SAID, I WILL, I WILL!
F-F-FLIGHT 289! IT'LL BE UNMARKED!
AND WHERE MIGHT WE FIND THIS UNMARKED FLIGHT 289?
ALONG THE REDEYE ROUTE! IT'LL PASS THE TWIN TOWER PEAKS AT 4:45 THIS AFTERNOON!
PLEASE DON'T SHOOT ME!
SHOOT YOU? SEÑOR, DON KARNAGE WOULD NEVER SHOOT AN INNOCENT MAN!
DUMPTRUCK --TOSS HIM OVERBOARD!
HEEEEEY --!!


AND AT HIGHER FOR HIRE ...
WAIT--YOU'RE QUITTIN' YOUR LESSONS? JUST LIKE THAT?
WHY?
I'M READY, BALOO --I CAN FEEL IT!
HIRE
READY FOR WHAT? LOOPY, THIS IS AWFUL SUDDEN! IS SOMETHIN' WRONG?
IF YOU RAN OUTTA MONEY, I CAN--
NO, NO, IT'S NOT THAT! IT'S JUST THAT I HAVE WHAT I NEED NOW!
I'M READY FOR ADVENTURE!
CORSAIR
WELL THEN, I GUESS ALL I CAN DO IS WISH YOU LUCK ON YOUR FLIGHT TEST!
FLIGHT TEST...?
OH! YEAH-- MY FLIGHT TEST!
UM-- I'M SURE I'LL GET MY LICENSE WITH NO PROBLEM --THANKS TO YOU!
THAT KID'LL GO FAR, LI'L BRITCHES --MARK MY WORDS!
OOO, WHAT'S THIS?
OH, BOY--A STORYBOOK!
AND BEYOND THE CLIFFS...
TWIN TOWER PEAKS, EH, SHORTSTOP? THANKS FOR THE TIP!
READY OR NOT, DON KARNAGE-- HERE I COME!


AND ELSEWHERE IN THE SKIES...
ATTENTION, MY MEN! THE TARGET WILL BE PASSING THROUGH THIS AREA VERY SOON NOW!
KEEP YOUR PEEPERS PEELED!
WHILE BACK AT HIGHER FOR HIRE ...
MIZ CUNNINGHAM!
OH, MY MOMMY'S OUTSIDE!
KIT, LOOKY WHAT I FOUND! WILL YOU READ ME A STORY?
THIS IS LUPO'S!
HEY, WAIT A MINUTE...
...KARNAGE... ADVENTURE...
...LUPO WAS AWFULLY ANXIOUS TO LEAVE ALL OF A SUDDEN...
OH NO, I GOTTA TELL BALOO!
HEY, COME BACK WITH MY STORYBOOK!
SOON...
AT LAST! THERE IS OUR PROFITABLE PREY, MY MEN!
ATTACK!
IT'S THE AIR PIRATES!
WOW, THEY'RE IN BATTLE AND EVERYTHING!
THIS HAS WORKED OUT BETTER THAN I EVER COULD HAVE PLANNED!
TAKA TAKA TAKA

AHOY, CAPTAIN KARNAGE! I'LL DRAW THEIR FIRE!
WH-WHY-WHA--
--WHO IS THAT??
TAKA TAKA
CORSAIR
TAKA TAKA TAKA
OH, MY GOSH--
--I'M HIT!
TAKA TAKA TAKA
TAKA TAKA TAKA
BOOM!
LOOK OUT BELOW!
WAIT-- FALL THE OTHER WAY! THE OTHER--
CORSAIR
HEY, GUYS, CUT OFF THE ATTACK!
THE CAP'N'S DOWN!
--WAAAAAAY!!
KA-BLOOSH! KA-PLOOSH!
MEANWHILE...
JUST HEAD FOR THE TWIN TOWER PEAKS! I'M SURE ABOUT THIS, BALOO!
I DUNNO, LI'L BRITCHES! LOOPY'S RECKLESS--
--BUT WHY WOULD HE WANT TO BE AN AIR PIRATE?
JUST TRUST ME...
?

WHILE NOT FAR AWAY...
I DO NOT KNOW WHO YOU ARE, BOY--
--BUT YOU WILL PAY DEARLY FOR YOUR INTERFERINGNESS!
I-I'M S-S-SORRY--!
SORRY?!
YOU LOST MY PLUNDER AND WRECKED MY PLANE!
--AND YOU'RE SORRY???
I-I JUST WANTED TO SHOW YOU WHAT A GOOD PILOT I AM!
I W-WANT TO BE AN AIR PIRATE, CAPTAIN KARNAGE!
YOU?! ONE OF MY NOBLE PIRATES!
YOU ARE SHARK KIBBLES, BOY! THAT WILL BE YOUR TASTE OF THE PIRATE'S LIFE!
N-NO, PLEASE--!
HEEEEEEEELP--!!
BON APPETIT, SHARKIES!
SWISH
BALOO-- IT'S LUPO!
HE'S FALLING!
HOLD ONTO YOUR HAT, LI'L BRITCHES-- I GOT AN IDEA!

CAP'N, WE'RE UNDER ATTACK!!
WHAT??
HEY, KARNY-- HOW 'BOUT A LITTLE REMINDER OF LIFE BACK ON THE FARM?!
WHAT ARE YOU--??
YEEECH!!
HEEEEELP!!
LUPO --TAKE THIS!
HUH--??
JUST HOLD ON TIGHT!
--BALOO WILL TOW US IN!
SO LONG, KARNAGE! HOPE YOU'RE STOCKED UP ON SOAP!
BLEEECH! SOMEBODY GET THE HOSE!
OOO, DIS IS GROSS!
THIS IS NOT FAIR!
I NEVER LIVED ON A FARM!

AND SO, EN ROUTE BACK TO CAPE SUZETTE...
SO, YA STILL WANNA BE AN AIR PIRATE, SON?
I...I DON'T UNDERSTAND, BALOO.
WHY AREN'T YOU YELLING AT ME...?
DON'T NEED TO.
KARNY DID MORE TO STAIGHTEN YOU OUT THAN I EVER COULD.
BUT I TREATED YOU BOTH SO BADLY! WHY DID YOU RESCUE ME?
WHY DON'T YOU ASK KIT?
I ONCE THOUGHT THE PIRATES WERE PRETTY NEAT, TOO. I MEAN, THEY TAKE WHAT THEY WANT IN LIFE, RIGHT?
THE EASY WAY ALWAYS LOOKS EASY--TILL YOU TRY IT.
...I'M A JERK...
I THOUGHT KARNAGE WAS SOME KIND OF HERO, AND ALL ALONG I WAS WITH REAL HEROES!
I'D LIKE TO MAKE IT UP TO YOU, SOMEHOW...
WELL, I'VE GOT AN IDEA...
ANYTHING, BALOO! NAME IT!
NOW, IT WON'T BE FUN. IT'LL TAKE TIME, A LOTTA PATIENCE, AND YOU MAY HAVE TO FIGHT FOR YOUR LIFE!
BUT IF YOU SURVIVE, I THINK MAYBE YOU'LL LEARN NOT TO USE PEOPLE AGAIN!
GOLLY, PAPA BEAR--WHAT ARE YOU GONNA MAKE HIM DO?
I'M GONNA LET LUPO TELL REBECCA WHAT HAPPENED TO HER CARGO!
END

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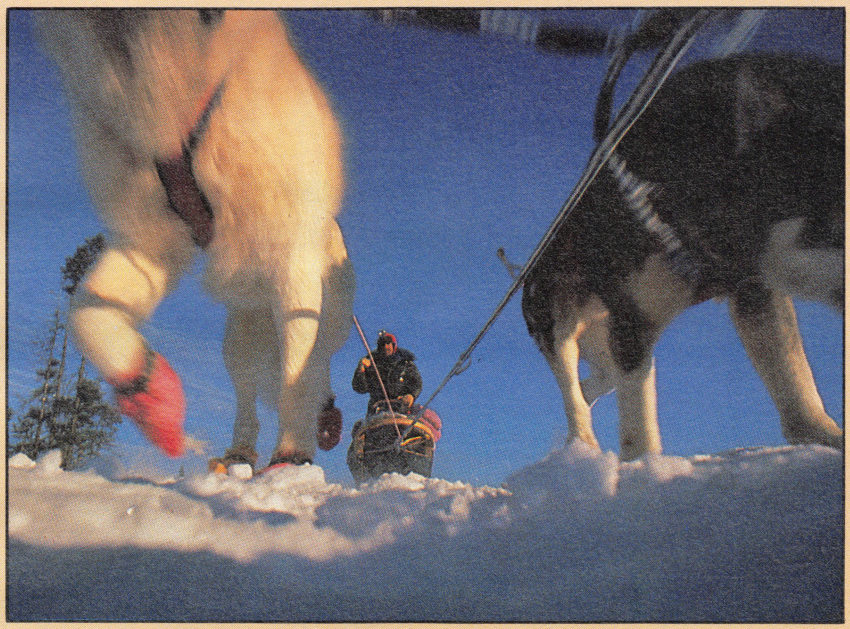
THE LAST GREAT RACE

Every year, sled dogs speed across Alaska



On a freezing, windy night, Susan Butcher and her dogsled team rounded a bend in the middle of an Alaskan forest—and faced an angry 1-ton moose! Susan expected the moose to walk away. But it charged, kicking and stomping her and her 17 huskies. By the time another "musher" came to the rescue, Susan was injured, one dog was dead and 13 were hurt.

The moose attack happened during the 1985 Iditarod (EYE-dit-a-rod), a 1,162-mile sled dog race from Anchorage to Nome across the wilderness of Alaska. (See box and map.) At the next race

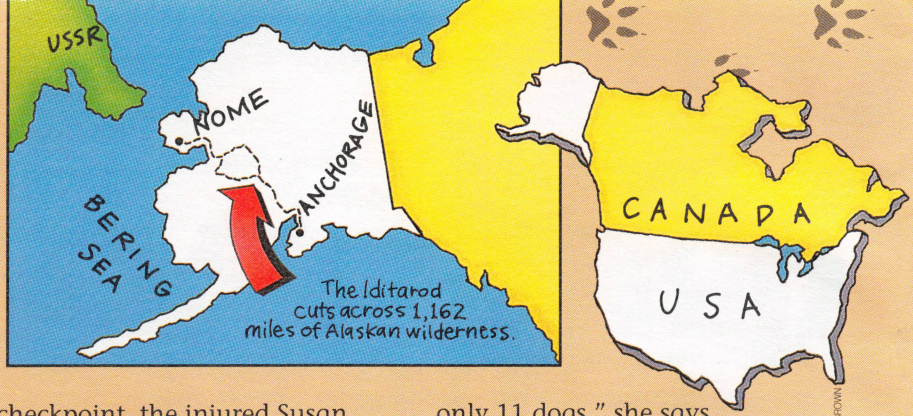


ILLUSTRATION: MARC BROWN

checkpoint, the injured Susan Butcher withdrew to take care of her dogs. That was the only time in 13 years that Susan didn't finish the race. Since then, she's won the long sled dog competition *four* times.

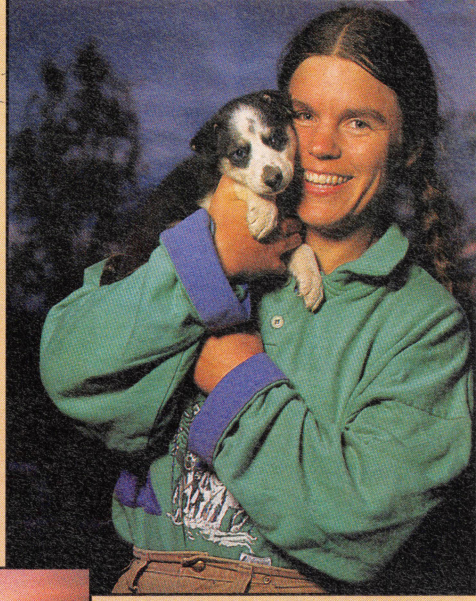
Most mushers enter the Iditarod with 16 to 18 dogs. Susan herself trains more than 130 Alaskan huskies at her kennel in Eureka, Alaska. She has a name for every dog—from Sluggo to Hermit to Spoons—and can tell them apart at a glance. "They're all my pets," she says, "and they're also great athletes."

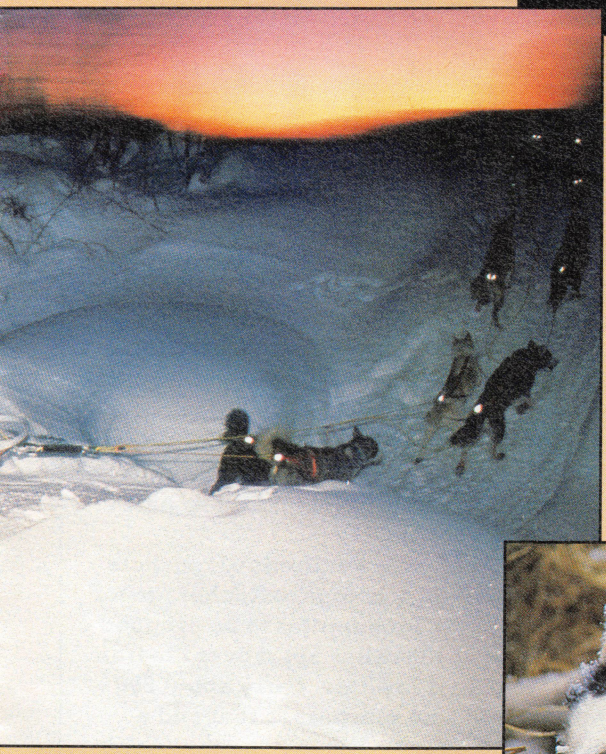
Susan must choose the best dogs to lead the pack. These leaders set the pace and direction for the other dogs and can make the difference between winning and losing. In 1990, when Susan won her fourth race, she really had to test the courage of her lead dogs. "All my main lead dogs were hurt in the first 250 miles, so I had to drop them off at the checkpoint and go on with only 11 dogs," she says.

Over the ice of the Bering Sea, the team found themselves in a severe snow storm. "My oldest

dog, Sluggo, took over and flew through the storm," says Susan proudly. And they set an Iditarod record of 11 days, 1 hour, 53 minutes, 23 seconds!

Speed, however, is not the only important part of winning the Iditarod. Strategy is the other, and for Susan's sled dog team, that means lots of sleep. Her 50-pound Alaskan huskies are bred for speed and endurance (they're





Above: Susan Butcher with a puppy born in the spring.
Left: Susan Butcher and team continue to race even after sunset. "Tail" lights help her follow the team's position.
Below: "Tuffy" takes a well-deserved rest after a long day of racing.

smaller than their Siberian cousins), but when they're on the trail, they need at least 12 hours of rest each day.

"I try to stop every five or six hours and let them sleep," says Susan. "And by the time I finish chopping wood, cutting spruce boughs for the dogs to sleep on, building a fire, and cooking up their dinner (dry dog food and frozen meat), I only have an hour of nap time on the sled myself. That makes it hard to concentrate later in the race."

Not to mention weather problems. Although the race occurs in early spring, temperatures range from highs of 40 degrees to lows of 50 degrees *below zero*. "Whiteouts are the worst," says Susan. "Sometimes the wind and snow are so heavy you can't see ten feet in front of you."

But Susan isn't ready to retire yet. "I love competition, and I think the Iditarod represents a lot of good things about Alaska," she says. "Besides, I think my dogs would miss it."

—*Kent Black*

WHY "IDITAROD"?

Back in 1925, 19 mushers raced their dogsleds 674 miles from Nenana, Alaska to Nome—but not for the fun of it. They were delivering medicine to help stop a terrible epidemic. The mushers used part of the same trail used by gold miners from the now-deserted town of Iditarod. Two decades later, a musher named Joe Redington came up with the idea of the Iditarod Sled Dog Race to honor the 19 heroic mushers—and the racers still use part of the old Iditarod trail.

Every year on the first weekend in March, hundreds of mushers from around the world bring their sleds and dogs to Anchorage for the start of the Iditarod. They arrange for supplies to be dropped off at 18 separate checkpoints spaced 130 miles apart over the trail. The sleds, usually made of wood and rawhide, carry about 200 pounds, mostly food for the dogs and mushers, a tent and a sleeping bag.

—*K.B.*

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BUGS ARE
MY BUSINESS
Steven Kutcher

THE BUG MAN

Steve Kutcher trains bugs for the movies, keeps his own bug zoo, and sometimes even *eats* bugs. Is he buggy or what?

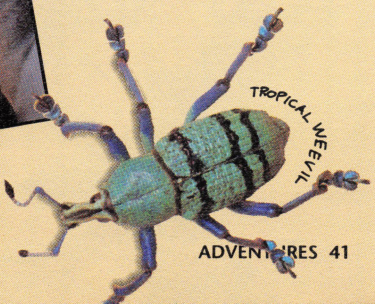
ILLUSTRATION: ROBERT JEW

Steve Kutcher inspects a fake spiderweb that was created for *Arachnophobia*.

You're on vacation in the woods. You're the first one up. There's no breakfast in sight and you're *hungry*. What to do? Easy. Find a pile of ant eggs and eat them.

That's what Steve Kutcher might do. Steve is an *entomologist* (en-ta-MAL-ah-jist), a person who studies and collects insects. And yes, sometimes he *eats* them.

"I've eaten meal-worms, crickets and



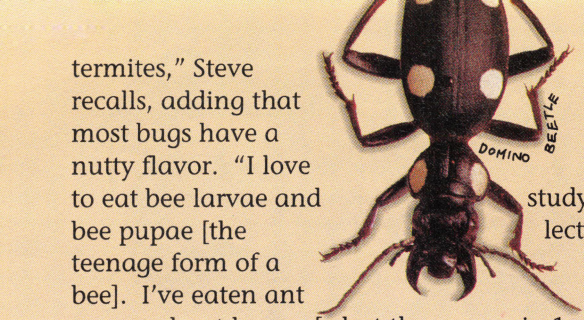
termites," Steve recalls, adding that most bugs have a nutty flavor. "I love to eat bee larvae and bee pupae [the teenage form of a bee]. I've eaten ant eggs and ant larvae [what the eggs turn into before they're pupae]. I don't eat adult ants, but their eggs have a tendency to pile up. You can just scoop 'em up!"

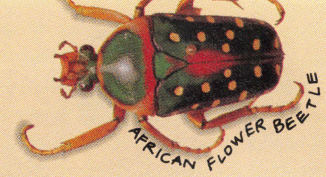
But don't start snacking on anything that crawls or flies around your backyard, Steve warns. "There are some insects you shouldn't eat because they are poisonous or carry diseases. Others are hairy, or can sting or bite you," he says.

Steve spends his days studying bugs and giving lectures about them. For a recent talk, he collected 30,000 flies (enough to fill six 1-gallon jars) to use as an exhibit. In the process, he discovered a fly never before seen in the United States.

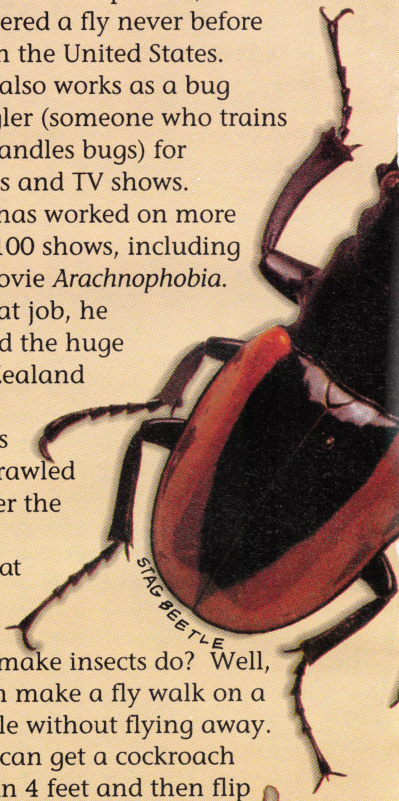
He also works as a bug wrangler (someone who trains and handles bugs) for movies and TV shows. Steve has worked on more than 100 shows, including the movie *Arachnophobia*. For that job, he trained the huge New Zealand crab spiders that crawled all over the town.

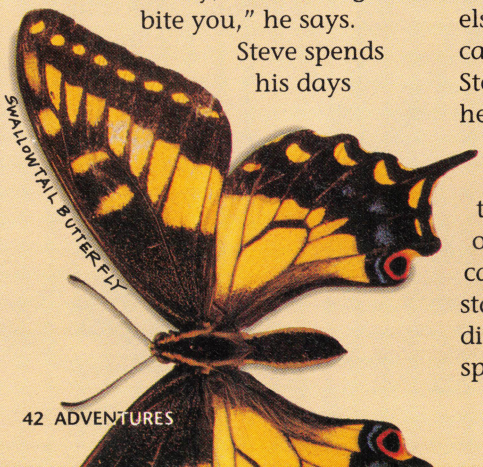
What else can Steve make insects do? Well, he can make a fly walk on a table without flying away. He can get a cockroach to run 4 feet and then flip over on its back. And he can make a tarantula stay where the director wants it by spraying Lemon Pledge





PHOTOGRAPHY E.K. WALLER





MORE ABOUT BUGS

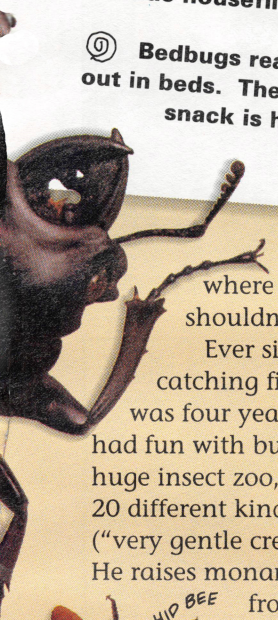
Cockroaches can live as long as three months without eating.

A dragonfly's eye is really made of 28,000 little eyes. This is called a compound eye. Other insects with compound eyes include houseflies and ants.

Bedbugs really do hang out in beds. Their bedtime snack is human blood.

Only female mosquitoes bite. They can find you, even in the dark, by the smell of your skin and breath.

Grasshoppers can leap distances that are more than 10 times the length of their bodies. A human-sized grasshopper could leap the length of a football field in one jump.

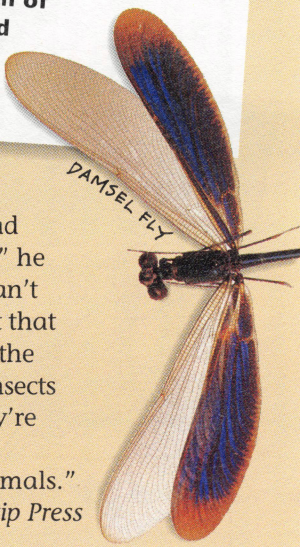


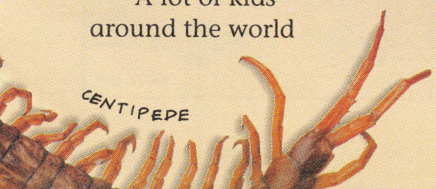
where the tarantula shouldn't walk.

Ever since he began catching fireflies when he was four years old, Steve has had fun with bugs. He keeps a huge insect zoo, which includes 20 different kinds of tarantulas ("very gentle creatures," he says). He raises monarch butterflies from caterpillars he finds in the woods. When he appeared on "Late Night With David Letterman," he had 100,000 mealworms dropped on him as he sat in a bathtub.

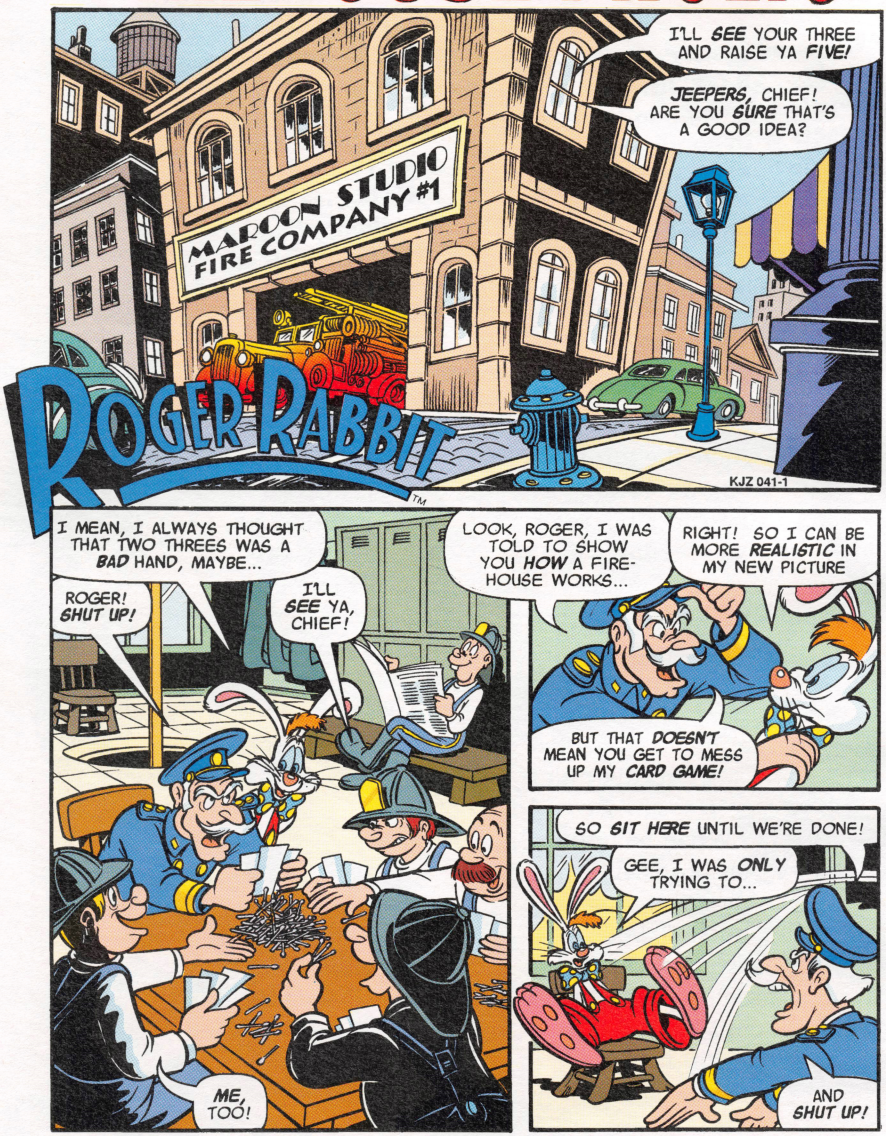
"A lot of kids around the world play with insects instead of Nintendo," he says. "You can't make a robot that can do all of the things that insects can do. They're really quite amazing animals."

—Skip Press





"FIREHOUSE FROLIC"



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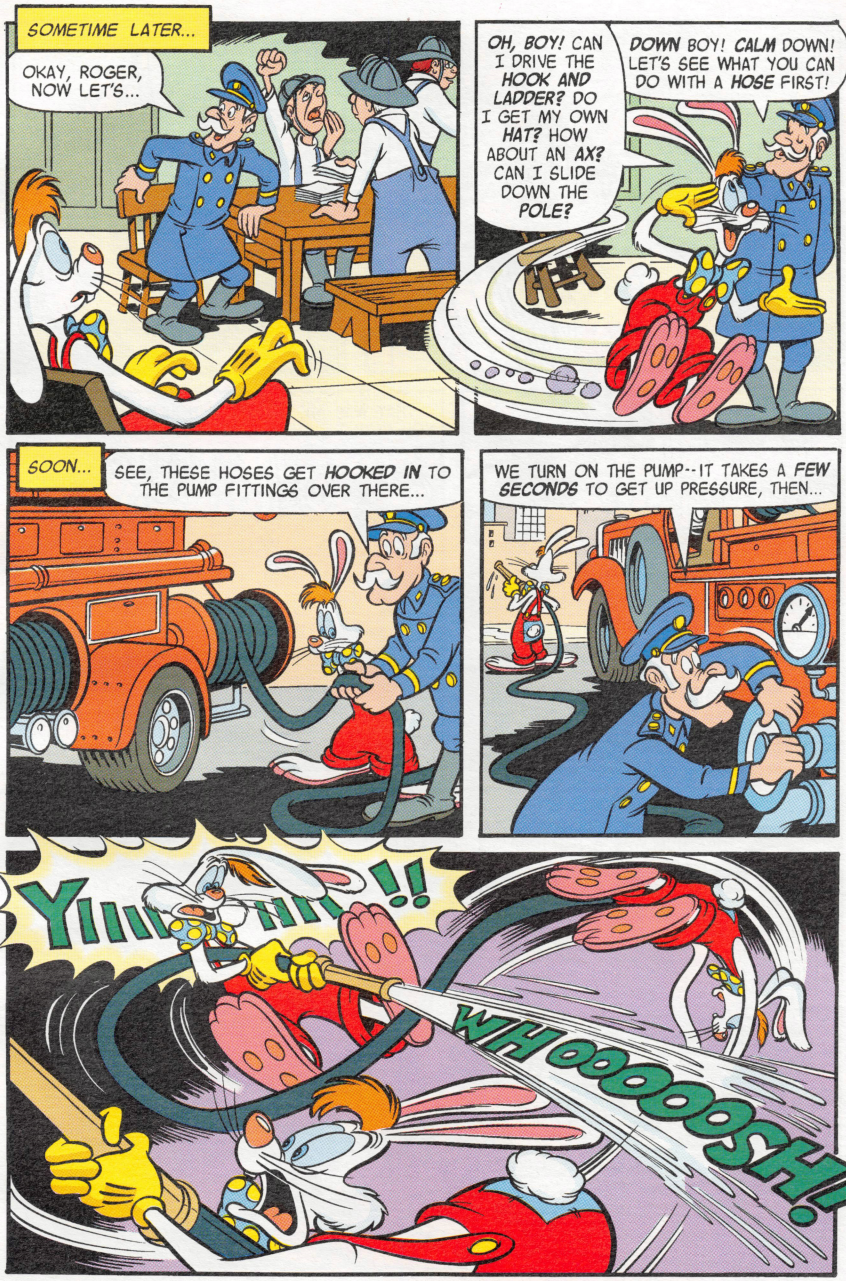
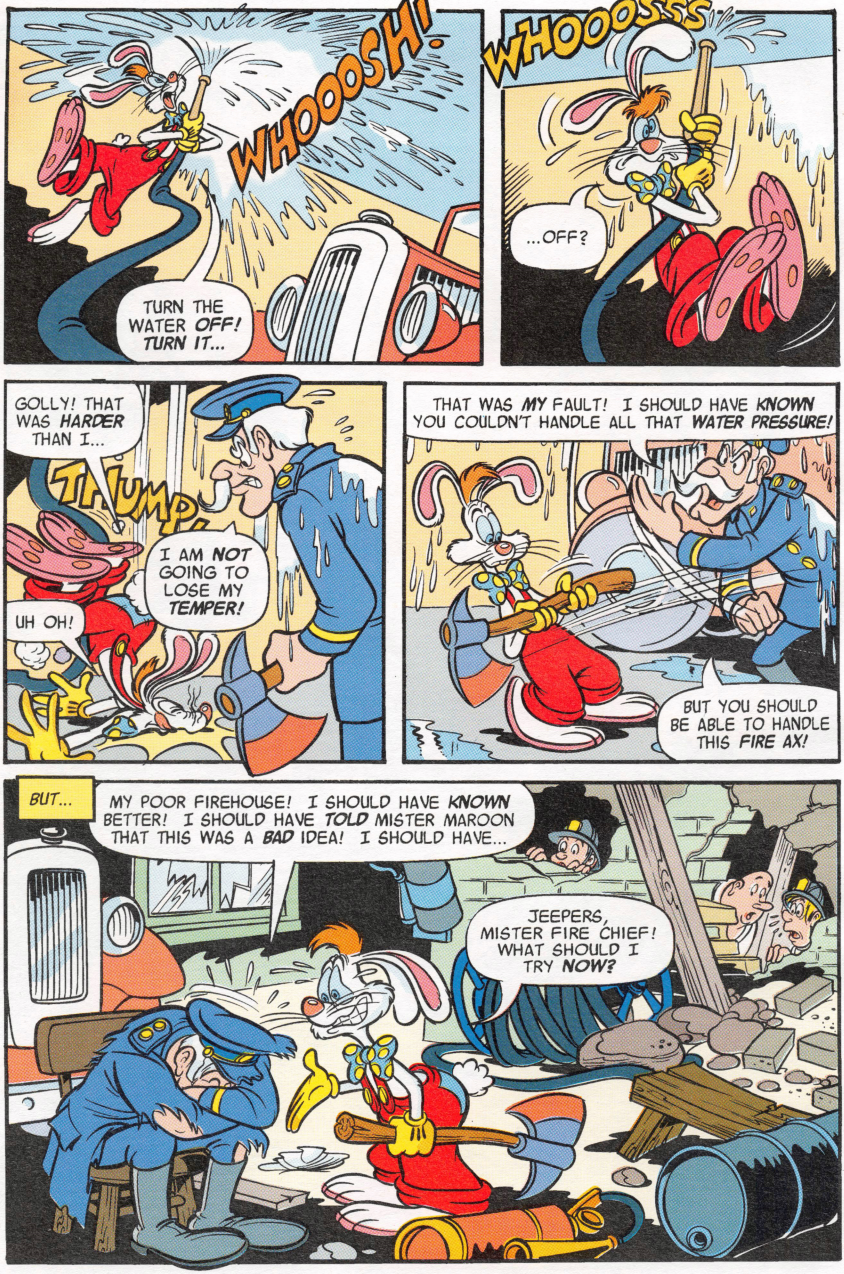
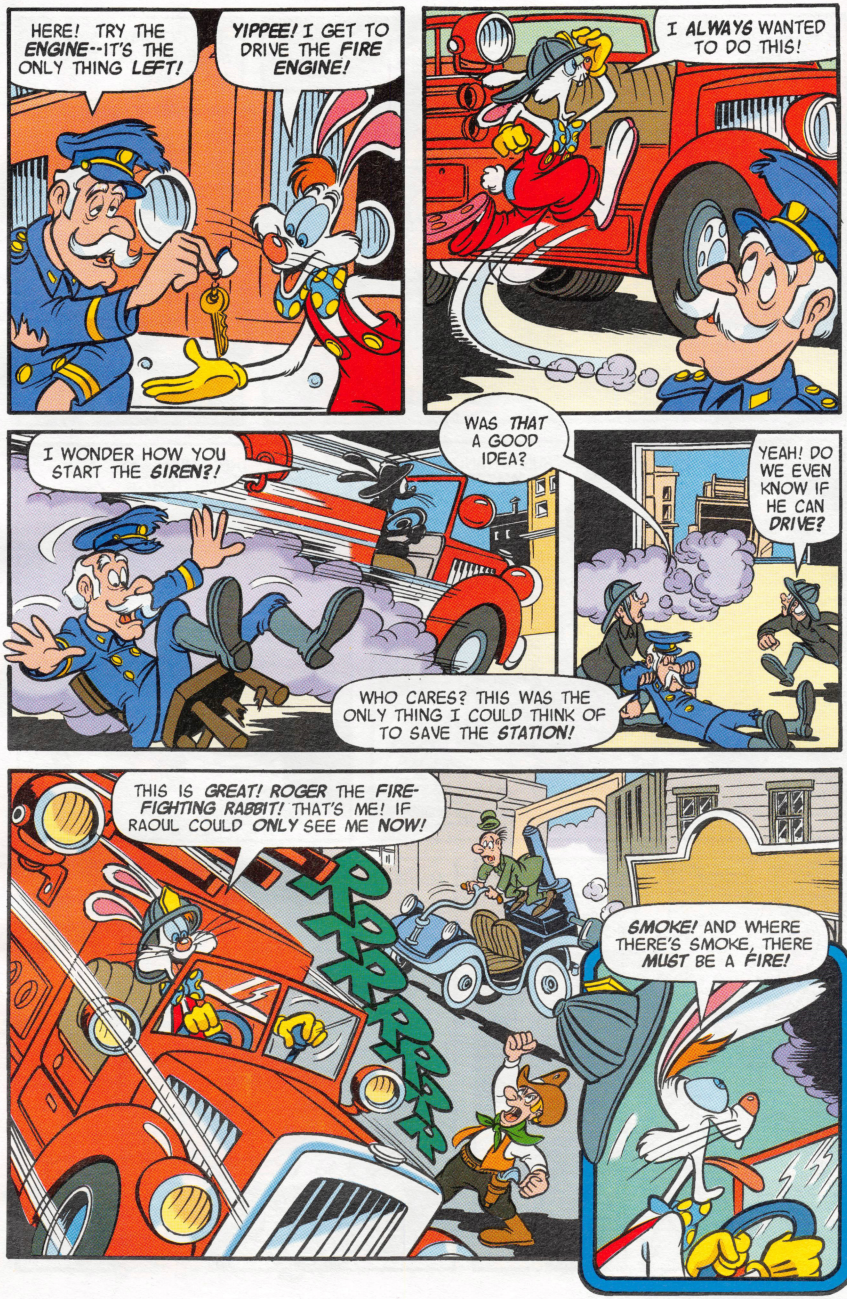
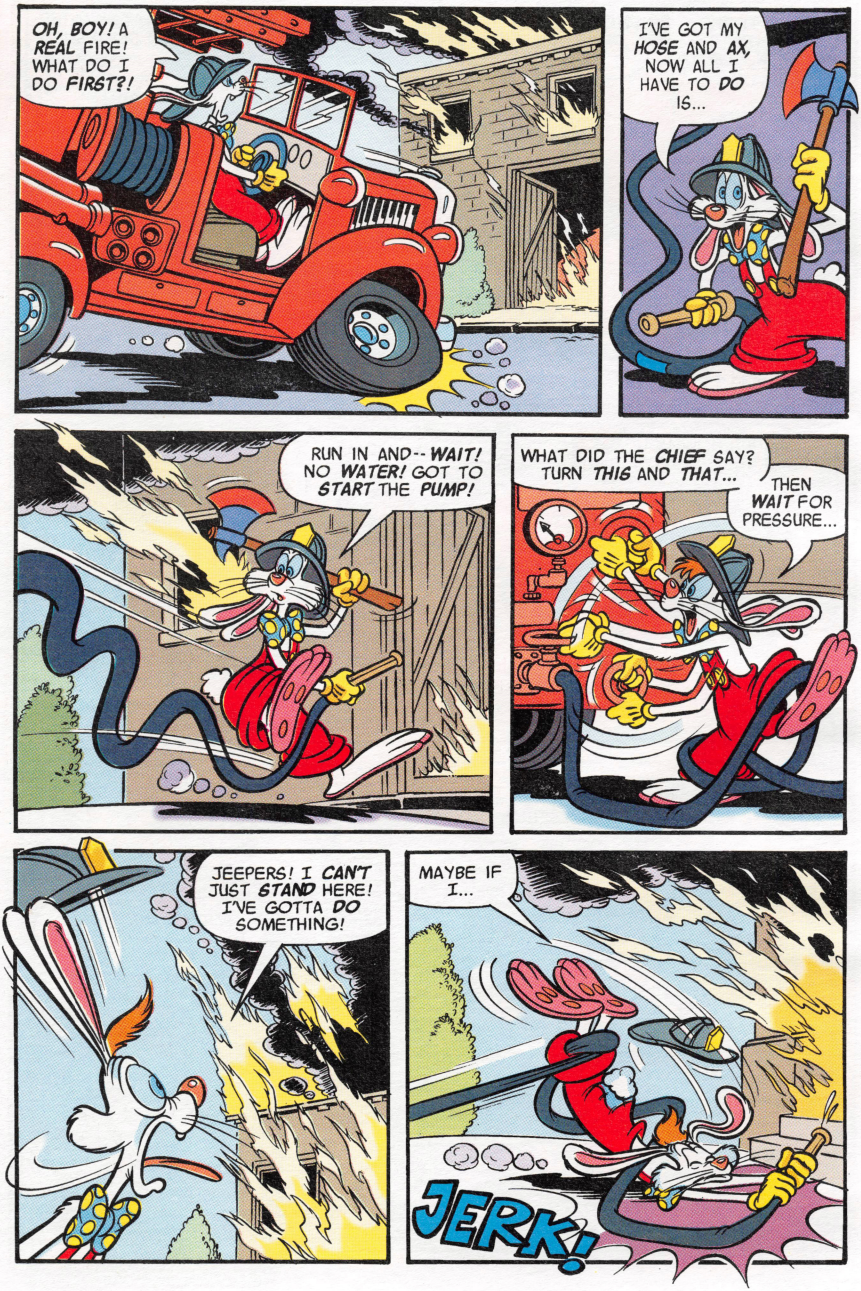
Based on characters created by Gary K. Wolf

WRITER: DOUG MURRAY PENCILS: COSME QUARTIERI INKS: ROBERTO BAT & OSCAR VALENTI LETTERING: DAVID CODY WEISS COLORING: JANICE PARKER


SOMETIME LATER...
OKAY, ROGER, NOW LET'S...
OH, BOY! CAN I DRIVE THE HOOK AND LADDER? DO I GET MY OWN HAT? HOW ABOUT AN AX? CAN I SLIDE DOWN THE POLE?
DOWN BOY! CALM DOWN! LET'S SEE WHAT YOU CAN DO WITH A HOSE FIRST!
SOON...
SEE, THESE HOSES GET HOOKED IN TO THE PUMP FITTINGS OVER THERE...
WE TURN ON THE PUMP--IT TAKES A FEW SECONDS TO GET UP PRESSURE, THEN...
YIII

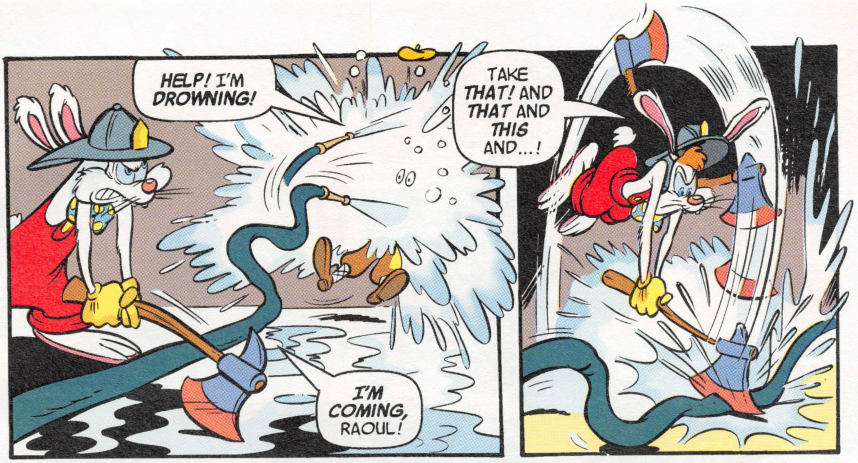

WHOOOSH!
TURN THE WATER OFF! TURN IT...
WHOOOSSS
...OFF?
GOLLY! THAT WAS HARDER THAN I...
TRUMP
I AM NOT GOING TO LOSE MY TEMPER!
UH OH!
THAT WAS MY FAULT! I SHOULD HAVE KNOWN YOU COULDN'T HANDLE ALL THAT WATER PRESSURE!
BUT YOU SHOULD BE ABLE TO HANDLE THIS FIRE AX!
BUT...
MY POOR FIREHOUSE! I SHOULD HAVE KNOWN BETTER! I SHOULD HAVE TOLD MISTER MAROON THAT THIS WAS A BAD IDEA! I SHOULD HAVE...
JEEPERS, MISTER FIRE CHIEF! WHAT SHOULD I TRY NOW?

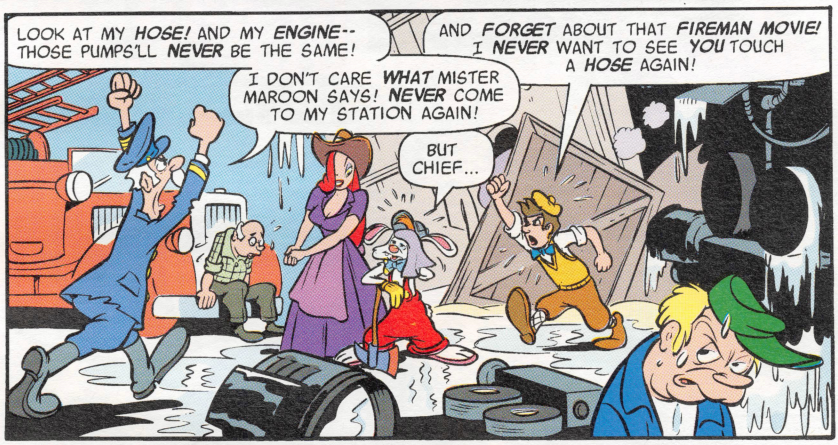

HERE! TRY THE ENGINE--IT'S THE ONLY THING LEFT!
YIPPEE! I GET TO DRIVE THE FIRE ENGINE!
I ALWAYS WANTED TO DO THIS!
I WONDER HOW YOU START THE SIREN?!
WAS THAT A GOOD IDEA?
YEAH! DO WE EVEN KNOW IF HE CAN DRIVE?
WHO CARES? THIS WAS THE ONLY THING I COULD THINK OF TO SAVE THE STATION!
THIS IS GREAT! ROGER THE FIRE-FIGHTING RABBIT! THAT'S ME! IF RAOUL COULD ONLY SEE ME NOW!
RRRRRRR
SMOKE! AND WHERE THERE'S SMOKE, THERE MUST BE A FIRE!


OH, BOY! A REAL FIRE! WHAT DO I DO FIRST?!
I'VE GOT MY HOSE AND AX, NOW ALL I HAVE TO DO IS...
RUN IN AND-- WAIT! NO WATER! GOT TO START THE PUMP!
WHAT DID THE CHIEF SAY? TURN THIS AND THAT...
THEN WAIT FOR PRESSURE...
JEEPERS! I CAN'T JUST STAND HERE! I'VE GOTTA DO SOMETHING!
MAYBE IF I...
JERK!

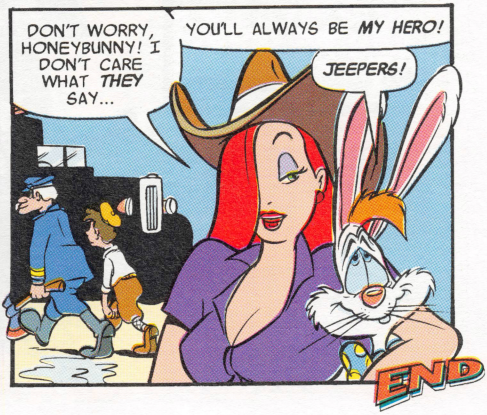
I'M TRAPPED! LIKE A BEAVER!
I'VE GOT TO GET FREE! THERE'S A FIRE TO FIGHT! PROPERTY TO SAVE! GLORY TO...GOT IT!
UH-OH
HAVE NO FEAR! ROGER RABBIT IS...
WOW! WHAT A BIG ROOM! THE OWNERS MUST LIKE THEIR SPACE!
I'D BETTER VENTILATE-- LIKE THE CHIEF TOLD ME!
JEEPERS! THIS IS HARD WORK!
UH-OH

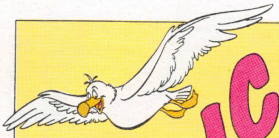
AND NOW, ME PROUD BEAUTY...!
CAN NO ONE SAVE MY HOME FROM THIS VILLAINY?!
CHOP, CHOP!
CUT! WHAT IS THAT NOISE? SOUND MAN!
GANGWAY! FIRE FIGHTER COMING THROUGH!
JESSICA? RAOUL? WHAT ARE YOU DOING AT A FIRE?
HONEY-BUNNY?
ROGER?!
WHAT ARE WE DOING HERE?! WE'RE FILMING A SCENE FOR "JESSICA'S JEOPARDY!"
WHY ARE YOU HERE, CHOPPING HOLES IN MY SET?
YIPES!
WHOOOOSH!


HELP! I'M DROWNING!
I'M COMING, RAOUL!
TAKE THAT! AND THAT AND THIS AND...!

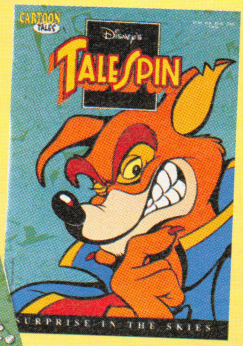

LOOK AT MY HOSE! AND MY ENGINE-- THOSE PUMPS'LL NEVER BE THE SAME!
I DON'T CARE WHAT MISTER MAROON SAYS! NEVER COME TO MY STATION AGAIN!
BUT CHIEF...
AND FORGET ABOUT THAT FIREMAN MOVIE! I NEVER WANT TO SEE YOU TOUCH A HOSE AGAIN!

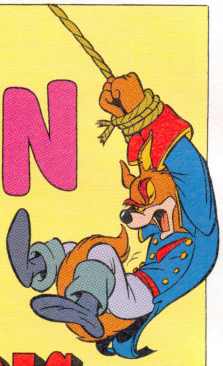
GIVE ME THAT HAT! YOU DON'T DESERVE TO WEAR IT!
PUH-PUH-PUHLEASE...I WAS JUST TRYIN' TO HELP!


DON'T WORRY, HONEYBUNNY! I DON'T CARE WHAT THEY SAY...
YOU'LL ALWAYS BE MY HERO!
JEEPERS!
END



ROLLICKING FUN

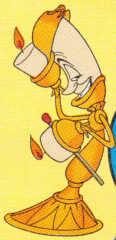




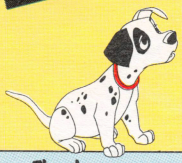
and

HEROIC escapades

all come together in 48 pages of comics!



CARTOON TALES



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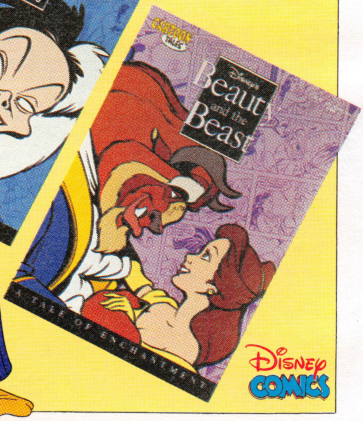
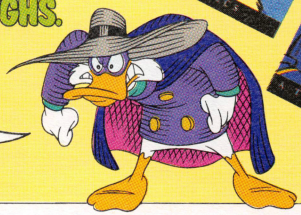


ACTION, THRILLS
AND LOTS OF LAUGHS.



Disney COMICS

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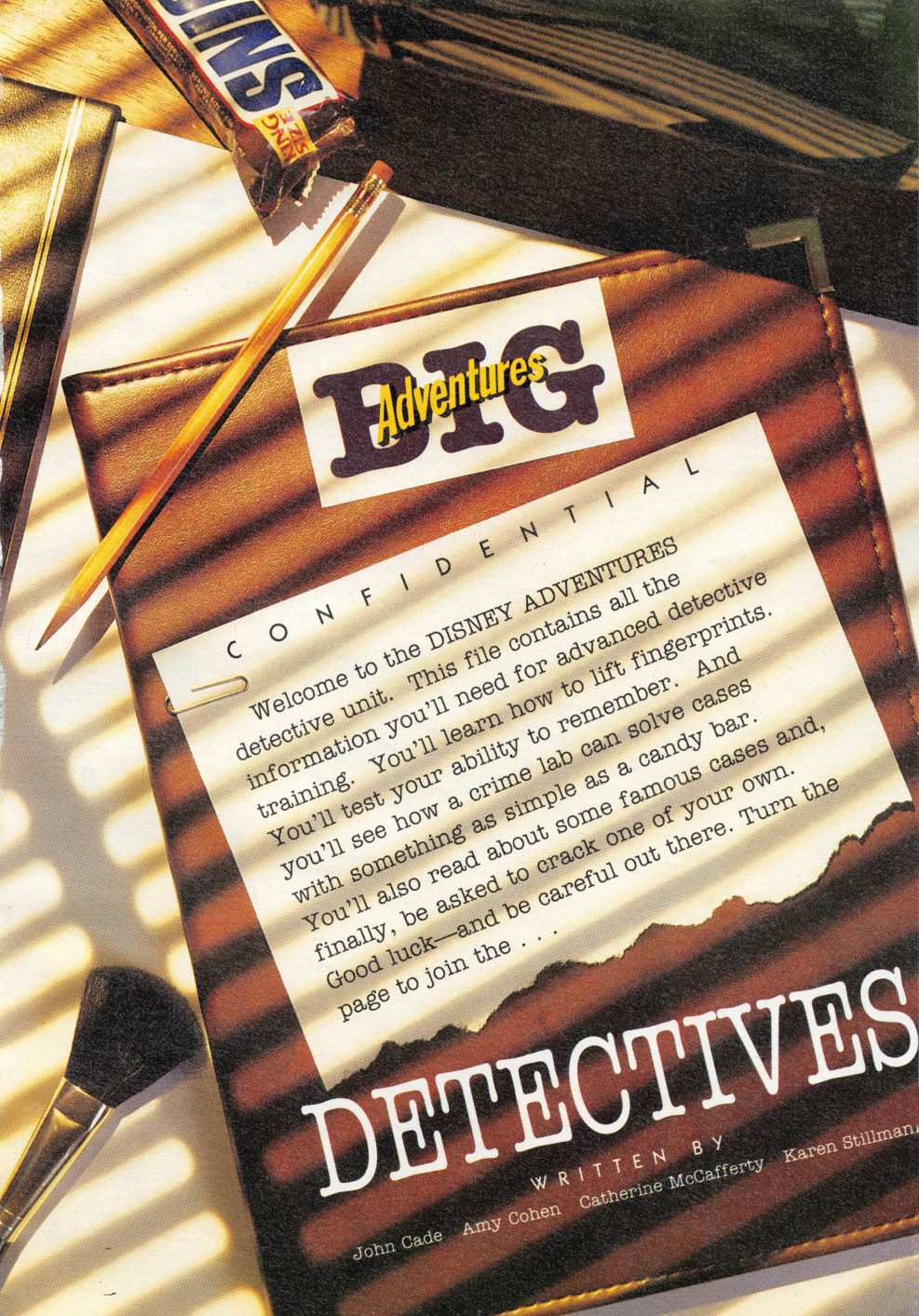

DIG
Adventures
CONFIDENTIAL
Welcome to the DISNEY ADVENTURES detective unit. This file contains all the information you'll need for advanced detective training. You'll learn how to lift fingerprints. You'll test your ability to remember. And you'll see how a crime lab can solve cases with something as simple as a candy bar. You'll also read about some famous cases and, finally, be asked to crack one of your own. Good luck—and be careful out there. Turn the page to join the . . .
DETECTIVES
WRITTEN BY
John Cade Amy Cohen Catherine McCafferty Karen Stillman

MEET THE MASTERS

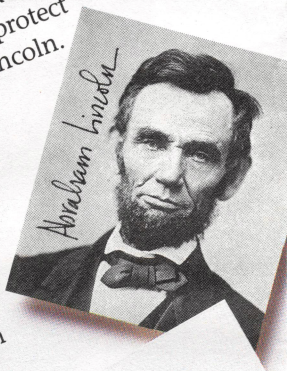
Your File on Fellow Detectives

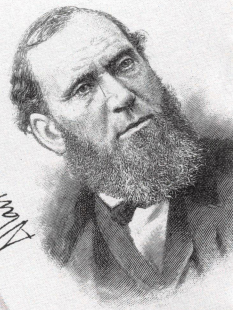
So you're the new rookie detective. Welcome to the department.

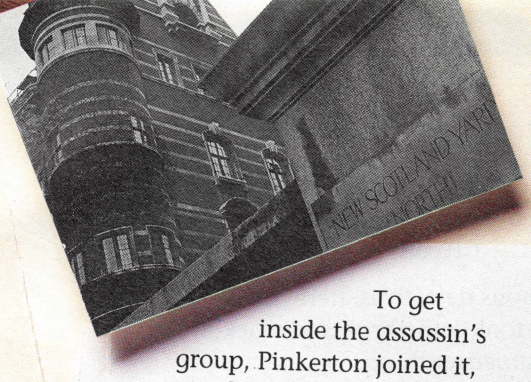
Listen, you're not the first gumshoe ever to catch a clue. Detectives have been around since François Vidocq turned from crook to crimestopper more than 150 years ago. When Vidocq started putting his old cronies behind bars, they put him on a hit list. But Vidocq used disguises to avoid them—and became known as "the man of a thousand faces." Then he opened the world's first private detective agency and hired other former crooks as detectives.

Yeah, detective work can be exciting—and dangerous. But it's not all magnifying glasses and wrist radios. If you want to break a case, you have to use your noodle.

Take Allan Pinkerton. A group of people wanted to kill Abraham Lincoln before he could be inaugurated president of the United States. Pinkerton was hired to protect Lincoln.







To get inside the assassin's group, Pinkerton joined it, pretending that he was one of the plotters. He found out that they planned to assassinate Lincoln as he passed through Baltimore on his way to Washington, D.C.

Well, if they wanted to kill Lincoln, they'd have to find him first. Pinkerton spirited Lincoln onto a secret overnight train. He communicated with his team through code words (his secret name for Lincoln was "Nuts").

Once they were on the train, Pinkerton had the telegraph wires along the route cut so that nobody could tell the plotters that Lincoln was on his way.

After he delivered the President safely to his inauguration, Pinkerton went back to Baltimore to listen to the plotters gripe about their failed assassination.

Then there's George Hatherill, one of Scotland Yard's supersleuths.

On August 6, 1963, 15 masked bandits stole almost $7 million (in British currency) from a mail train bound for London. The "Great Train Robbery" became one of England's biggest mysteries.

Hatherill and his detectives tried to think like criminals: "If I had $7 million in bank notes, where would I lug it?" The answer was: not far.

The team started looking near the scene of the crime. They talked to farmers and housewives. They found a getaway car in one barn. They discovered mailbags and money wrappers in a nearby garage. Finally, Hatherill and his men ferreted out the fugitives themselves.

The Scotland Yard crew gave each of the train robbers a one-way ticket—to jail.

FAMOUS CASES

Take a cue on catching clues

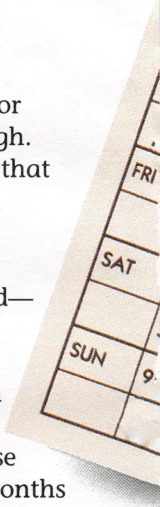
Now that you know a few famous detectives, here are a couple of famous cases that took some brains to crack. Take a few tips for your own supersleuthing.

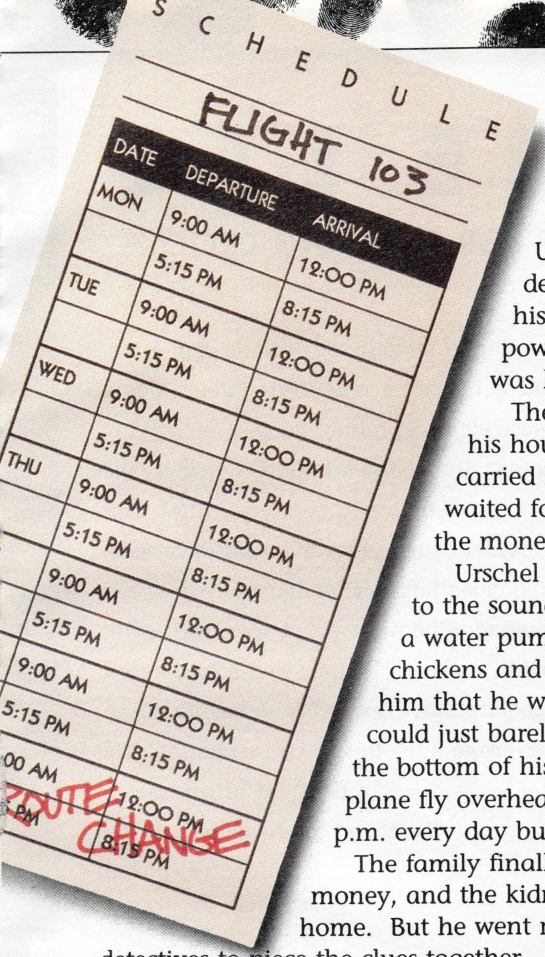
The Case of the Fishing Burglar

One expert burglar in Berkeley, California, had eluded police for 10 years. They had two clues, though. First, the thief had one fingerprint that was shaped like a question mark. Second, he only burgled from September to April.

The detectives were stumped—until one of them found out that the local fishery sent a group of salmon fishermen to Alaska from May to August every year. Those were the exact same months that no burglaries occurred. The police got a list of the fishermen and sent it to the FBI along with the question-mark fingerprint.

They got back a name: William Berger, paroled from San Quentin prison. It was Berger, in the end, who was hooked.





How to Solve a Crime—Against You

Oklahoma oilman Charles Urschel was an amateur detective who prided himself on his powers of observation. Those powers came in handy when he was kidnapped and held for ransom.

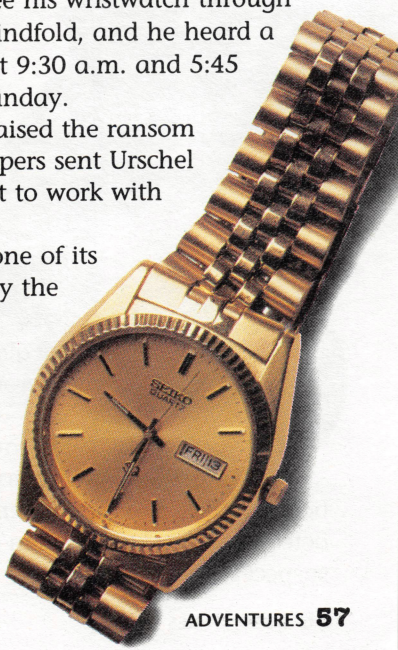
The kidnappers took Urschel from his house, blindfolded him, and carried him to a hideout. Then they waited for the family to come up with the money.

Urschel passed the hours by listening to the sounds around him. Noises from a water pump, barnyard animals like chickens and ducks, and other things told him that he was on a ranch. Luckily, he could just barely see his wristwatch through the bottom of his blindfold, and he heard a plane fly overhead at 9:30 a.m. and 5:45 p.m. every day but Sunday.

The family finally raised the ransom money, and the kidnappers sent Urschel home. But he went right to work with detectives to piece the clues together.

They found that the local airline flew one of its planes over a part of west Texas at exactly the times Urschel heard it—except for that Sunday, when a thunderstorm made it switch routes. Knowing this, the team pinpointed the ranch.

Sure enough, they found the place, and in it was a gang of escaped convicts. Urschel had left one more clue of his own to prove that this was the place. His fingerprints were all over the house.



CRIME LAB

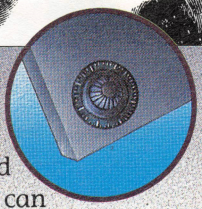
HIGH-TECH HELP FOR CATCHING CROOKS

Time for your tour of the crime lab. Used to be that a magnifying glass was a detective's most handy gadget for solving crimes. But today's high-tech crime labs can help you nab a criminal with evidence he never even knew he left. Take the clues left at this drugstore robbery scene: a smashed window, a pried-open wall safe, a shoe print, a strand of hair and a half-eaten chocolate bar. Doesn't look like much to the average eye—but in the crime lab, it's a booty of information. Here's what the clues tell the crime lab experts:

The Smashed Window

Shards of glass are dangerous for criminals—and not just because they hurt. Every batch of glass is a bit different. If detectives find tiny pieces in a suspect's clothing or car, investigators can examine them under a special microscope to tell whether they came from the store window. They can also pick up the shards left at the crime scene, fit them together like a jigsaw puzzle, and see if slivers found on a suspect are the missing pieces. If they match up, the case is...cracked.

The Wall Safe

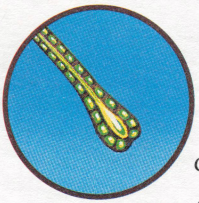


If police can't catch a robber with his hand in the cookie jar, they can at least tell how he got it open. To find out what tool the robber used, the crime lab staff studies markings on the safe and, back in the lab, tests other tools—screwdrivers, axes, knives—to see what makes the same marks. Also, every tool leaves unique marks. So, if certain tools are found with a suspect, the experts make marks with them on the same type of surface as the one at the crime scene. Then, under a microscope, they compare those marks with the marks from the scene of the crime. If it's a match, the suspect is one step closer to the slammer.

The Shoe Print

This burglar will be sorry he didn't wipe his feet. Detectives can measure shoe prints, photograph them, and, if the surface allows, make plaster molds. Crime labs have pictures of the soles of most shoe types in their files. By comparing the shoe print to these pictures, they can usually figure out the suspect's shoe brand. Then they can send the picture or mold to the manufacturer, who tells them the size, the model, and the year it was made. Police can find out where it's sold and check whether a suspect owns such a shoe. It's like following tracks to the crook's hideout.

ILLUSTRATION: MARC BROWN



The Hair

Hair today, jail tomorrow. By studying a hair under a microscope, investigators can tell whether it's from a human or an animal.

A microscope helps them find out other things as well: Dyed hair looks as if it's been painted and permed hair curls at weird angles. If the root tip of the hair is still attached, scientists can be more than 99 percent sure that it's the suspect's hair. Maybe crooks should start shaving their heads.

The Half-Eaten Chocolate Bar

Junk food can be bad for criminals, too—especially if left at the crime scene. An expert may be able to scrape saliva from the chocolate bar. Like hair, each person's saliva has special features, such as its composition and consistency. Experts can try to match these features to a suspect's blood and saliva samples.

Detectives may also dust the wrapper for fingerprints, which might match one of the 166 *million* prints in FBI computer files. (The computer checks them all in about an hour.)

The chocolate bar may also provide impressions of the burglar's teeth. The lab staff will take a plaster mold of the candy bar and compare it to a suspect's teeth. If they match up, the police will know who's been snacking between thefts. Talk about taking a bite out of crime.

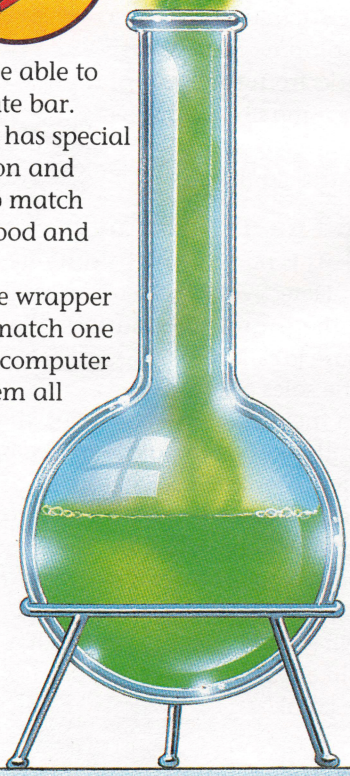


ILLUSTRATION: GARY NORMAN

Test Your Powers of Observation

Can you see with the eyes of a detective? It sure would help, because the skier on this page got a little confused after his fall. His story of what happened (on the next page—but don't look yet) doesn't quite fit the facts. Your job is to study the picture for up to three minutes. Then turn the page and help our detective straighten out the skier's story.

The Skier's Story:

"How did I break my leg, you ask? Well, I'll tell you, it was a harrowing experience. In the middle of a snowstorm, I was racing down the Expert Slope, picking up speed to do a double front flip off the super ski jump. Suddenly, off to my right, I saw a huge, white, hairy beast—with a blue scarf on—chasing three terrified kids. I dug in my poles, soared off the jump, and landed right behind the beast. It stopped in its tracks and whirled around, and all I could do was slam into one of its massive legs. It roared, waved its fuzzy arms and tried to bury me in the snow. With all my strength, I poked my pole into that ol' heap of fur until it screamed in fear and raced off into the night. But I was stuck, and buzzards began circling overhead. Just in time, the three kids I saved came back to save me. Ever since then, I hear, they won't let skiers go in that area because of the snow monster."

ILLUSTRATION: GARY NORMAN

Your Task

Our detective found 14 things wrong with this skier's story, but was called out on another case before she could double-check her own facts. That's where you come in. Without looking back, see if you can "detect" what is wrong with the skier's story. Write down your answers, then check them out on page 64.

Tools of the Trade

Secrets of a backyard supersleuth

High-tech crime labs are great if you're in good with the big guys. But if you're a private eye just starting out, you can put together your own box of detective tricks to go a-sleuthing. Here are the key ingredients:

1. A notebook and pencil or pen. Keep these handy for jotting down license plate numbers and other clues.
2. Fingerprinting powder and a small paintbrush for applying it. Trade secret: Baby powder works great for picking up prints.
3. An ink pad (with nonstaining ink) and wet paper towels.
4. See-through tape for lifting fingerprints.
5. A pair of tweezers for retrieving extra-small clues such as strands of hair.
6. Envelopes for holding evidence.
7. A piece of chalk for marking places where you picked up evidence.
8. A ruler, tracing paper and scissors for measuring and recording footprints.
9. Old magazines, glue and a small mirror.
10. A magnifying glass and flashlight for finding small clues.
11. A small box to hold your crime-stopper equipment.

Now that you're armed with these essentials, turn the page to learn the basics.

Finding Fingerprints

To dust for prints, gently brush a small amount of baby powder over a shiny object (such as a glass or metal surface). Then, place a piece of clear tape over the powder. Carefully (but quickly) lift the tape and put it on a piece of black paper. You should have a good print. To identify the prints, refer to your fingerprint file.

Suspect Surveillance

As you peer from behind trees (trying not to be spotted), jot down these things: • **Time of day** • **Place** (Be exact with street names and landmarks.) • **Physical description,** including height, weight, hair and eye color, and features such as glasses, beards, tattoos, etc. • **If the suspect is in a car,** try to get the make, model and color of the vehicle, as well as the license plate number. If you don't have your notebook with you, put in names for the letters on the plate. (For example, CBH 175 is easier to remember as Charlie Bob Harry 175.)

Making a Fingerprint File

Find your suspects and ask them to press their thumbs into an ink pad. Then press their thumbs onto the page of a notebook and label them with names. Use the notebook to compare and study the prints that you have lifted from the scene of the crime.

Gumshoe Gazing

Spy on your suspects by using the "see-and-stare" detective magazine. Take an old magazine and glue the last two pages together. Put a book on top of the magazine until it dries. Open to the glued pages and cut out a tiny peephole. You can pretend to read but really be staring right at the suspect. Glue a small mirror next to the peephole so you can look into it and see what's going on behind you.

Remember: These are practice tips. If you come across an emergency or authentic crime scene, call 911. Do not place yourself in danger or disturb any evidence.

Skier's Story: Answers

Snowstorm—calm, sunny day **Expert Slope**—Beginners Slope **Picking up speed**—His tracks show he was swerving, not moving in a straight line to pick up speed. **Platform**—There's no platform on the slope. **Right**—left **Beast**—snowman **Blue scarf**—red scarf **Three kids**—two kids **One of its legs**—tree trunk **Hairy arms**—They're sticks. **Tried to bury him in the snow**—Snow's fallen from the tree. **Night**—It's midday. **Buzzards overhead**—people on the chairlift **Close the area**—The area was already off-limits to skiers.

Here's a case for you to solve!

The CASE of the MISSING NECKLACE

Detective Harold Hooper carefully parked his car in front of the Worthingham Theater and hurried into the building.

The famous New York actress, Lydia Crane, had called the police to report that someone had entered her dressing room around five o'clock and stolen her necklace.

Harold showed his badge to the guard at the theater's door.

"This is the only unlocked entrance," the guard told him. "There were some people in and out this morning, but no one this afternoon. Miss Crane sent out for pizza, and it was delivered around four o'clock. At the same time, a driver in a florist's truck brought a vase of flowers. I signed for the pizza and flowers at the door. Then I asked Mr. Dingle, the janitor, to take them to Miss Crane's dressing room."

Harold quickly made his way to the dressing room. A police officer, three other men and Miss Crane were crowded together in the small room.

Miss Crane, her face red with anger, pointed to a velvet-lined box on her dressing table. It was next to a large vase of flowers. The lid was open, and the box was empty. "I was out of my dressing room for only a few minutes," Lydia complained. "When I returned, I found that my necklace had been stolen."

She glared at a short fat man in overalls, who quickly said, "I'm Mr. Dingle, the janitor. ☛

By Joan Lowery Nixon

ILLUSTRATION: NIKOLAI LIVAN

I took some pizza and the flowers to Miss Crane's dressing room five or ten minutes after four, but she was there at the time. I didn't come back, and I didn't steal her necklace!"

"Neither did I," a thin young man said. "I'm David Blaine, one of the actors in Miss Crane's play. The others went out for something to eat, but I—well, I'm a little short of cash." He looked embarrassed as he added, "I fell asleep and didn't wake up until I heard Lydia shouting. I wasn't in her dressing room and I didn't take the necklace."

A tall, well-dressed man stepped forward. "I am Martin Holdsworth, Lydia Crane's manager," he said as he patted Lydia's shoulder. "Unfortunately, I was busy working on Lydia's accounts in

one of the theater's offices. I wasn't anywhere near Lydia's dressing room this afternoon, or I might have been able to catch the thief."

"These people all have alibis, so obviously the thief was someone from the outside who sneaked into the theater," Lydia said.

Harold shook his head. "No," he said. "Only one door was unlocked, and that one was well guarded. I'm afraid that the thief is someone in this room." He turned to Lydia's manager. "Mr. Holdsworth," he said, "I'm placing you under arrest for the theft of Miss Crane's necklace."

Lydia Crane gasped. Mr. Holdsworth stammered, "What makes you think I'm guilty?"

"It was easy to figure out," Harold said.

ILLUSTRATION: NIKOLAI PUNIN

What had Detective Harold Hooper seen that helped him solve the case?

Turn the page to find out.

A Gumshoe's Grab Bag

Get a Clue: Board Games

Scotland Yard, by Ravensburger. In this board game, you and your team of Scotland Yard detectives have to sniff out Mr. X, who's lurking about the streets of London. Can you solve X's crime and bring him to justice before time runs out?

Clue and **Clue Jr.**, by Parker Brothers. Miss Scarlet. Colonel Mustard. Professor Plum. Someone committed murder in the mansion, and your job is to find out whodunit, where they dunit, and how they dunit.

Books

Einstein Anderson Makes Up for Lost Time, by Seymour Simon. Sometimes sixth grade just isn't enough for a guy—especially one as smart as Adam Anderson. You'll have to read pretty fast to keep up with Adam as he chases down baffling cases in his neighborhood.

Sherlock Holmes, by Sir Arthur Conan Doyle. If you want to know detectives, do not pass go until you meet Sherlock Holmes in this book of short stories.

Angie's First Case, by Donald J. Sobol. Police officer Kit Zane is about to break the case of mysterious robberies in town—that is, unless Kit's 12-year-old sister Angie beats her to it.

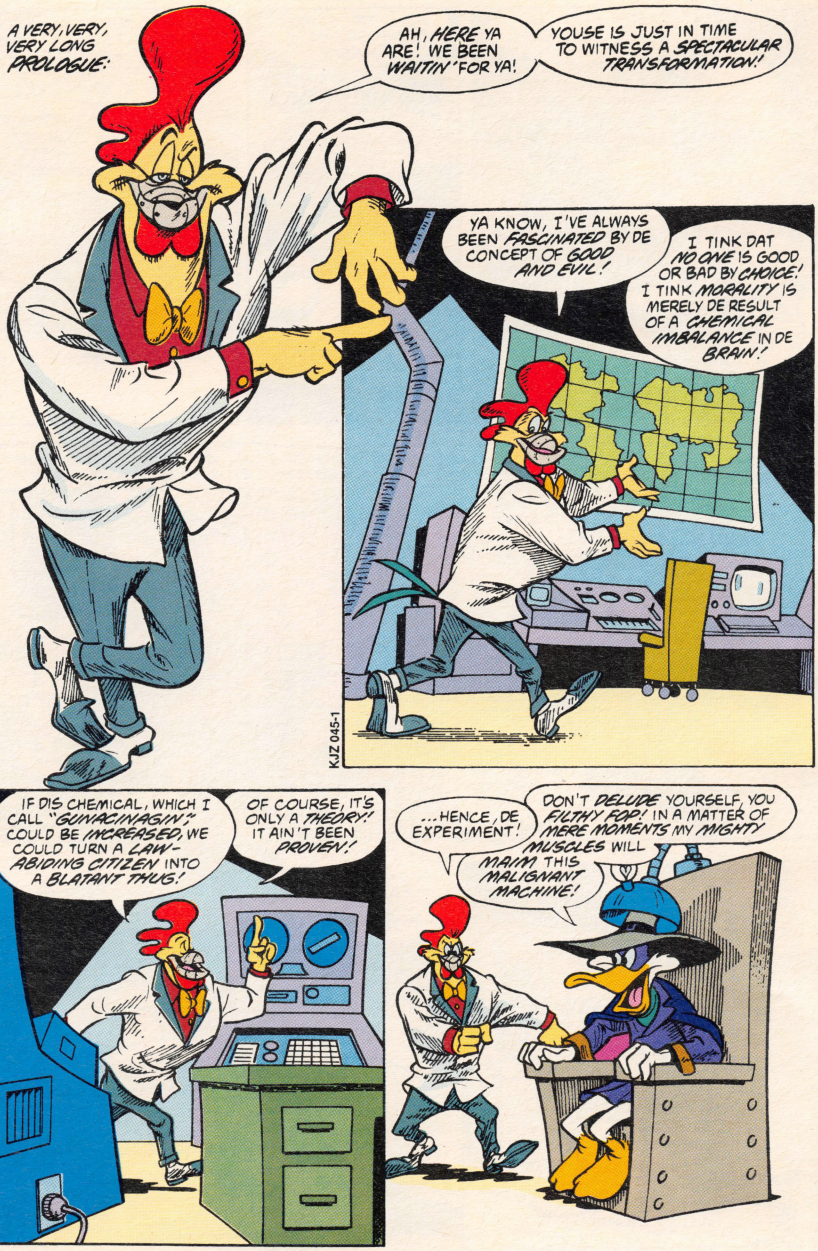
In the Dark: Mystery Movies

The Adventures of Sherlock Holmes The Duke of Detectives. The Sultan of Sleuths. It's only elementary that there would be more movies about Sherlock Holmes than any other crimestopper. Rent this classic, starring Basil Rathbone and Ida Lupino, or ask your video store clerk which ones they carry.

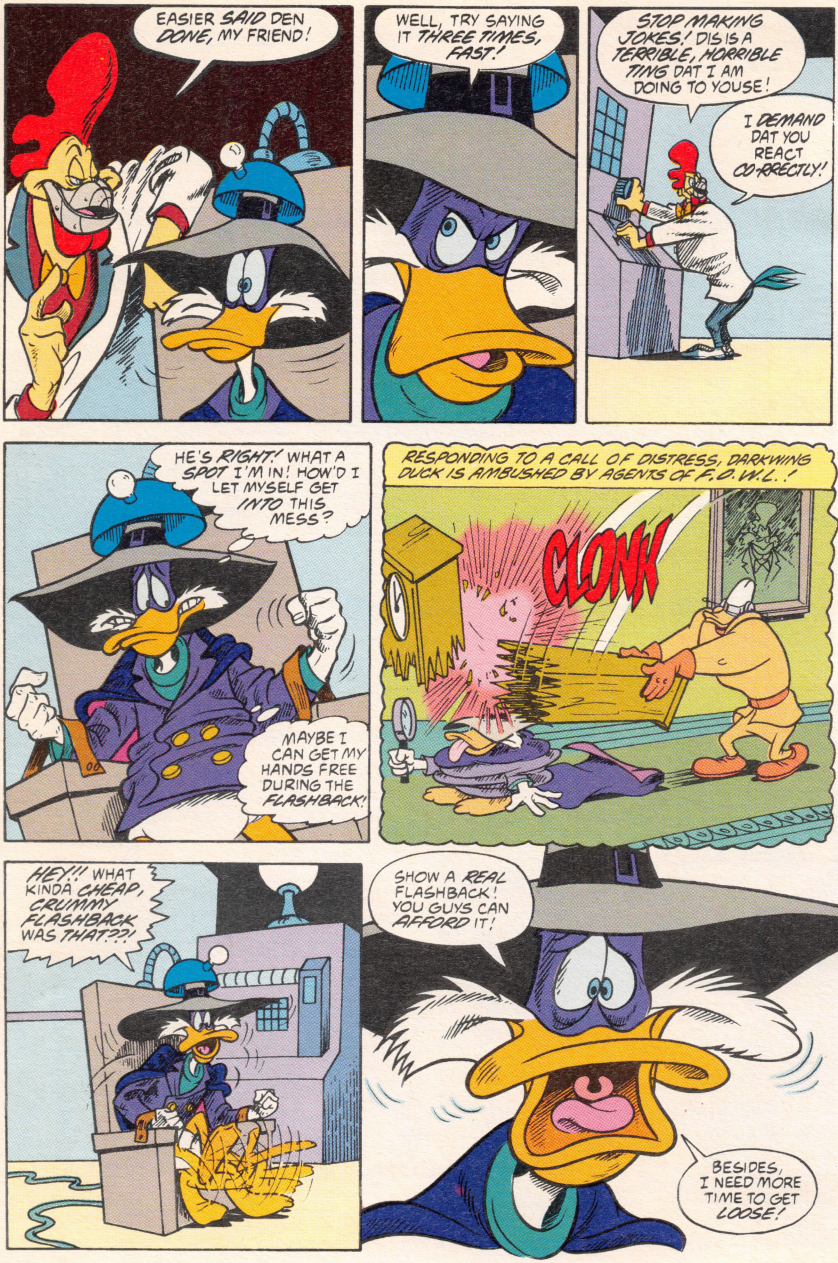
Young Sherlock Holmes A newer version of the old Sherlock movies. This one shows how Holmes meets his sidekick, Watson, as a teenager. Naturally, they plunge right into mystery and mayhem.

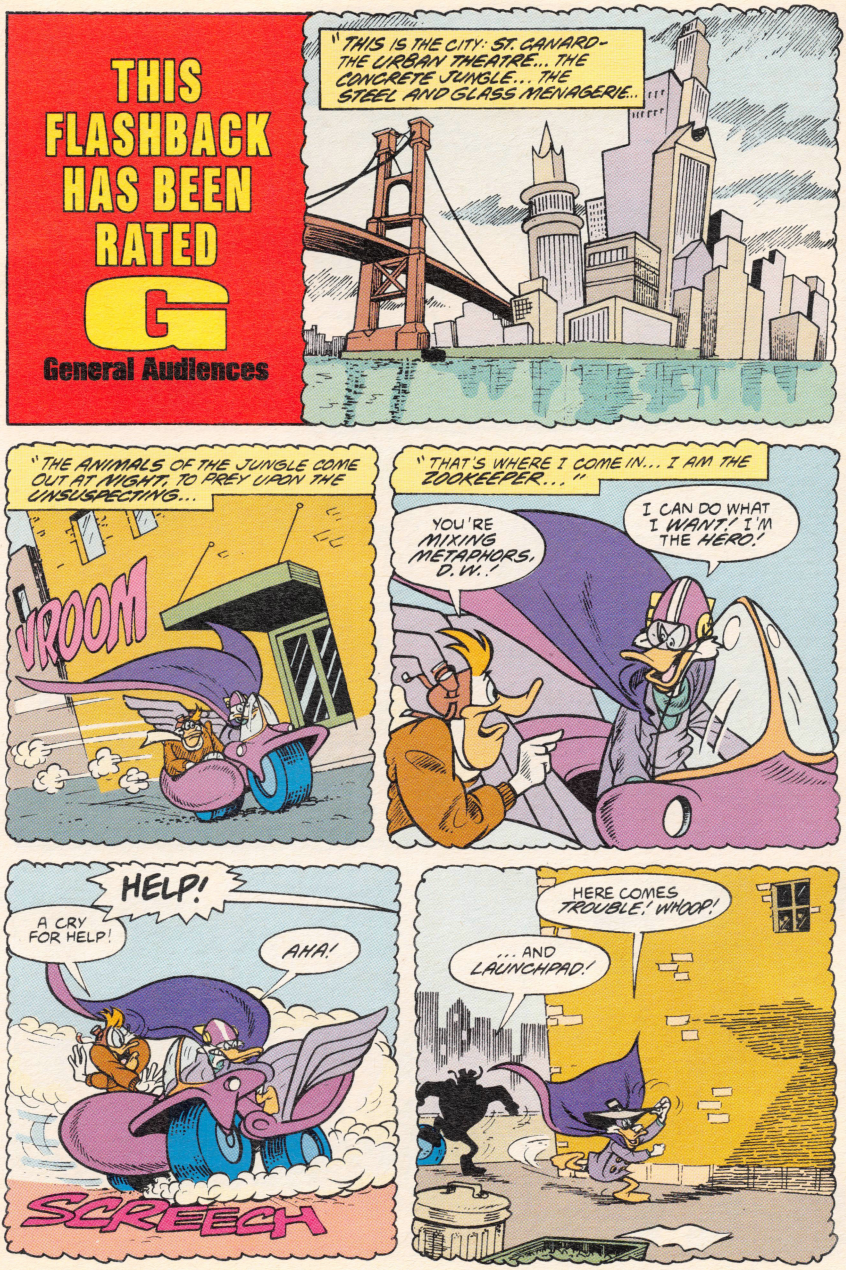
SOLUTION TO "THE CASE OF THE MISSING NECKLACE":

Detective Hooper noticed that one stem in the vase of flowers was minus a flower, and Martin Holdsworth was wearing a flower in his lapel. Mr. Holdsworth said that he wasn't in the dressing room that afternoon—but the flowers weren't delivered until four o'clock. Mr. Holdsworth confessed and handed over his briefcase, in which he'd hidden Lydia's necklace.

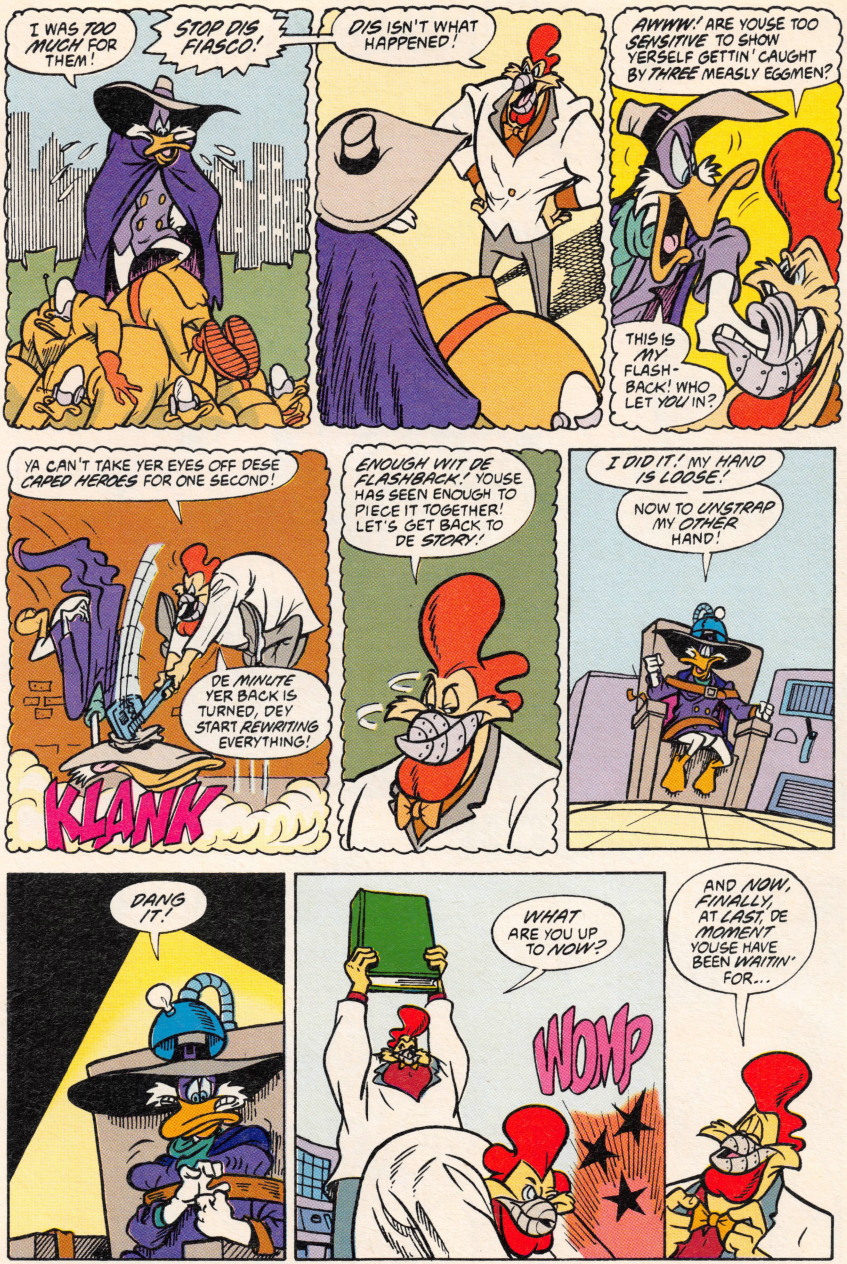


WRITER: DOUG GRAY PENCILS: DAVID SCHWARTZ INKS: STEVE STEERE LETTERING: JOHN COSTANZA COLORING: GAFF

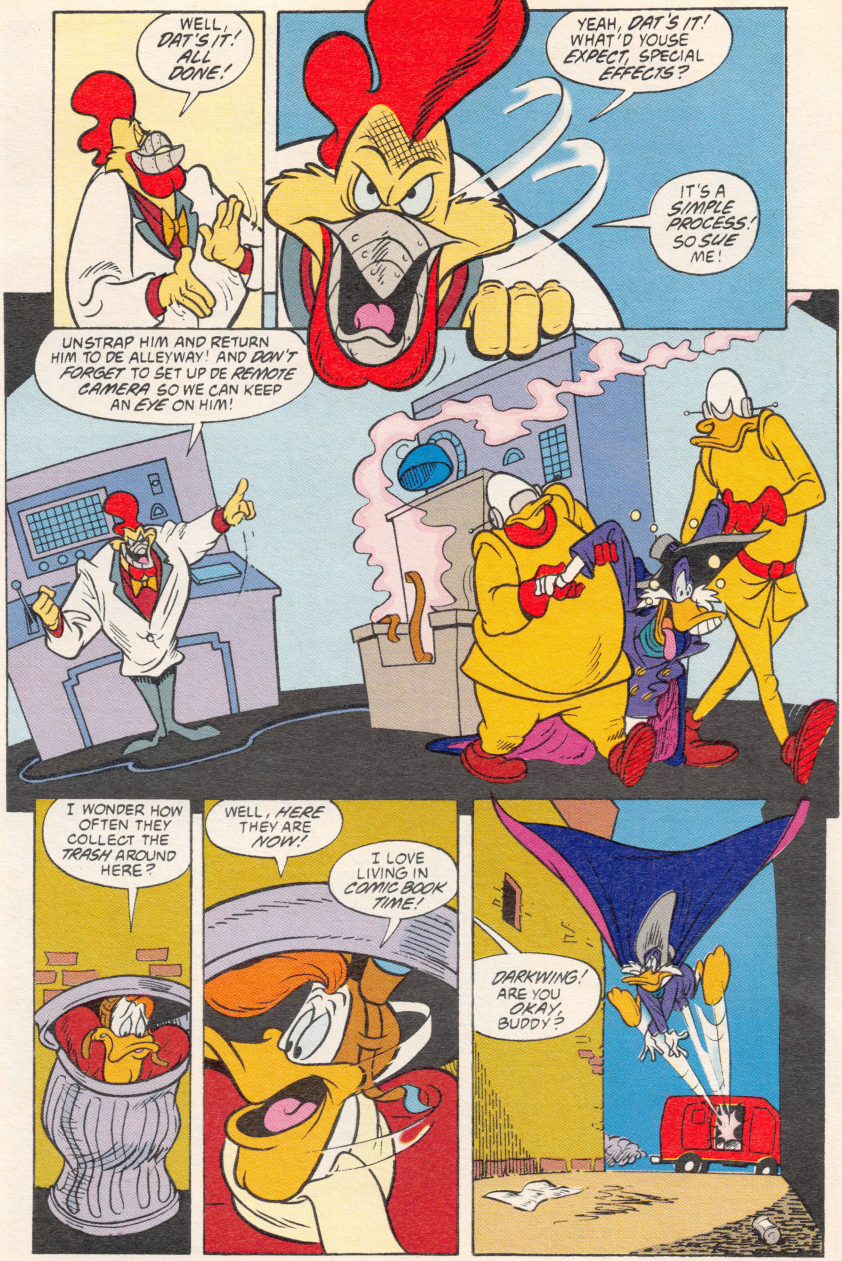

EASIER SAID DEN DONE, MY FRIEND!
WELL, TRY SAYING IT THREE TIMES, FAST!
STOP MAKING JOKES! DIS IS A TERRIBLE, HORRIBLE TING DAT I AM DOING TO YOUSE!
I DEMAND DAT YOU REACT CORRECTLY!
HE'S RIGHT! WHAT A SPOT I'M IN! HOW'D I LET MYSELF GET INTO THIS MESS?
MAYBE I CAN GET MY HANDS FREE DURING THE FLASHBACK!
RESPONDING TO A CALL OF DISTRESS, DARKWING DUCK IS AMBUSHED BY AGENTS OF F.O.W.L.!
CLONK
HEY!!! WHAT KINDA CHEAP, CRUMMY FLASHBACK WAS THAT???
SHOW A REAL FLASHBACK! YOU GUYS CAN AFFORD IT!
BESIDES, I NEED MORE TIME TO GET LOOSE!

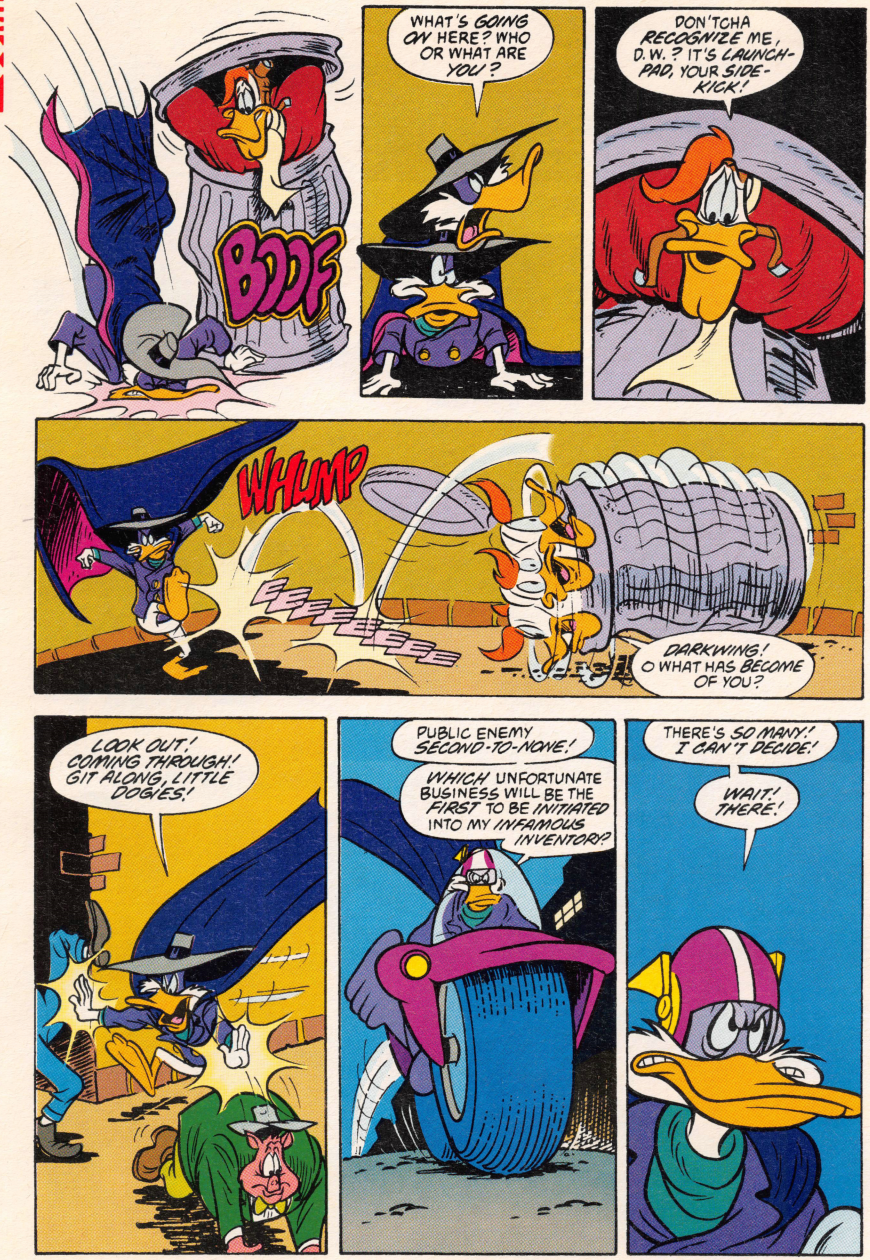

THIS FLASHBACK HAS BEEN RATED
G
General Audiences
"THIS IS THE CITY: ST. CANARD- THE URBAN THEATRE... THE CONCRETE JUNGLE... THE STEEL AND GLASS MENAGERIE...
"THE ANIMALS OF THE JUNGLE COME OUT AT NIGHT, TO PREY UPON THE UNSUSPECTING...
VROOM
"THAT'S WHERE I COME IN... I AM THE ZOOKEEPER..."
YOU'RE MIXING METAPHORS, D.W.!
I CAN DO WHAT I WANT! I'M THE HERO!
HELP!
A CRY FOR HELP!
AHA!
SCREECH
HERE COMES TROUBLE! WHOOP!
... AND LAUNCHPAD!

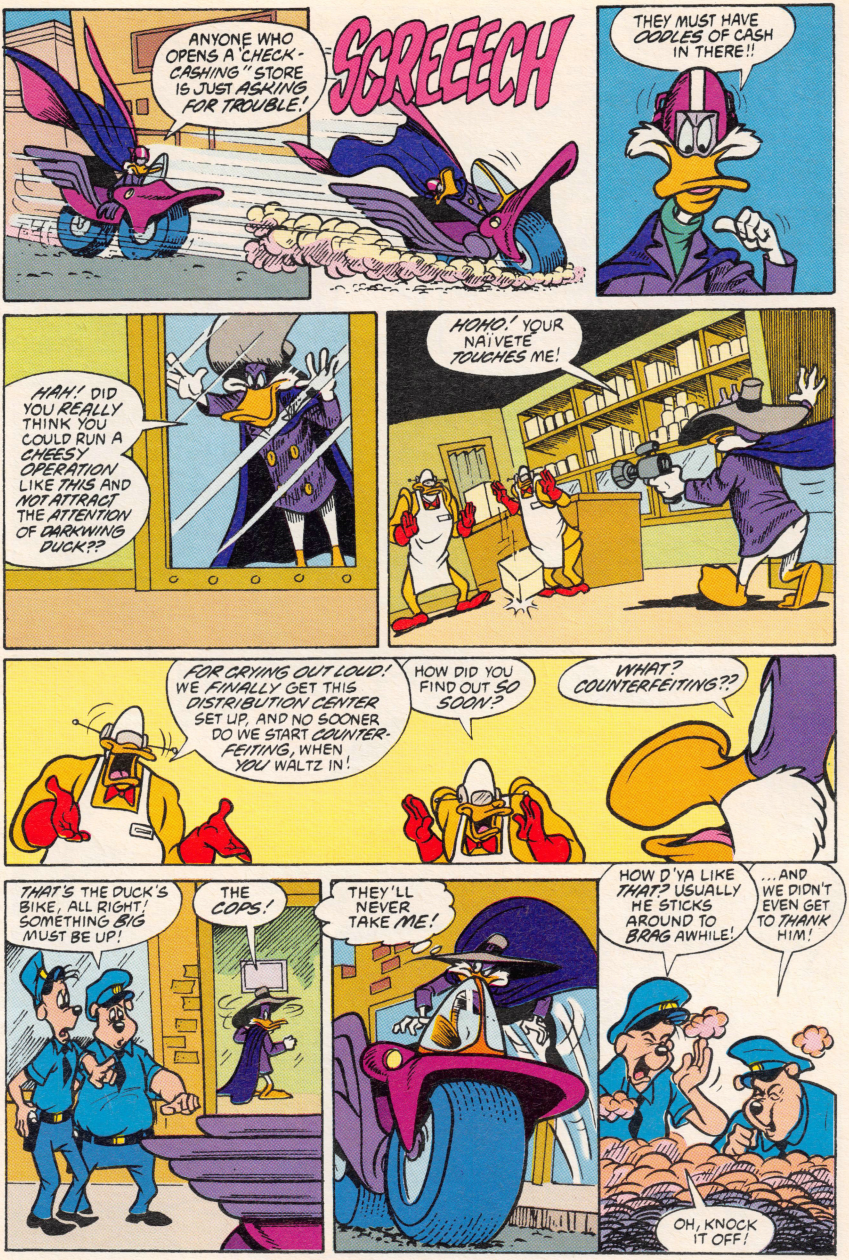
THIS IS NO CRIME SCENE! WHAT GOES ON HERE?
OOH! IT'S LIKE THE TWILIGHT ZONE!
RELP!
EEEEK!
YOU SILLY BOY! THAT WASN'T A CRY FOR "HELP"! THAT WAS A CRY FOR "RELP"!
I'M SO EMBARRASSED!
BAD DOG! YOU SET US UP!
THIS WON'T TAKE LONG!
THUD
THOK
WOMP

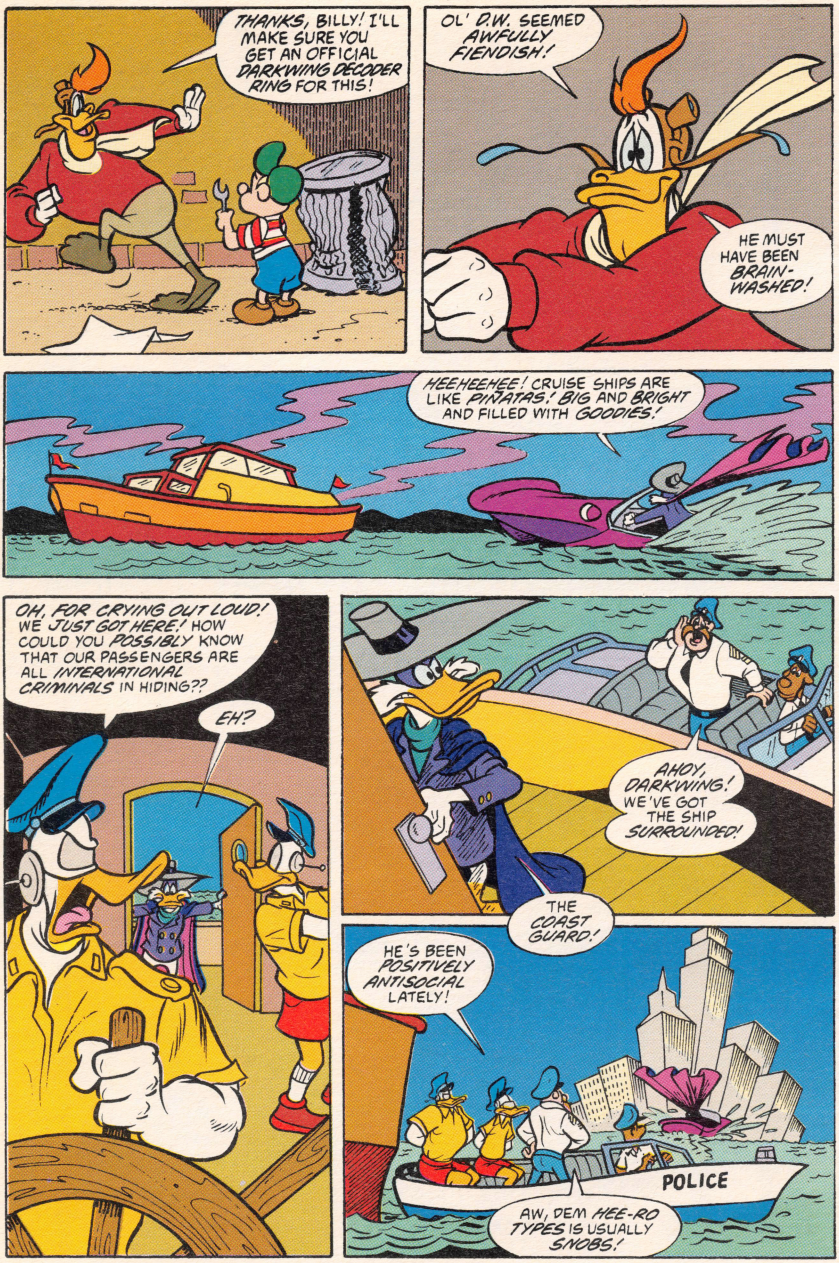

I WAS TOO MUCH FOR THEM!
STOP DIS FIASCO!
DIS ISN'T WHAT HAPPENED!
AWWW! ARE YOUSE TOO SENSITIVE TO SHOW YERSELF GETTIN' CAUGHT BY THREE MEASLY EGGMEN?
THIS IS MY FLASH-BACK! WHO LET YOU IN?
YA CAN'T TAKE YER EYES OFF DESE CAPED HEROES FOR ONE SECOND!
DE MINUTE YER BACK IS TURNED, DEY START REWRITING EVERYTHING!
KLANK
ENOUGH WIT DE FLASHBACK! YOUSE HAS SEEN ENOUGH TO PIECE IT TOGETHER! LET'S GET BACK TO DE STORY!
I DID IT! MY HAND IS LOOSE!
NOW TO UNSTRAP MY OTHER HAND!
DANG IT!
WHAT ARE YOU UP TO NOW?
WOMP
AND NOW, FINALLY, AT LAST, DE MOMENT YOUSE HAVE BEEN WAITIN' FOR...

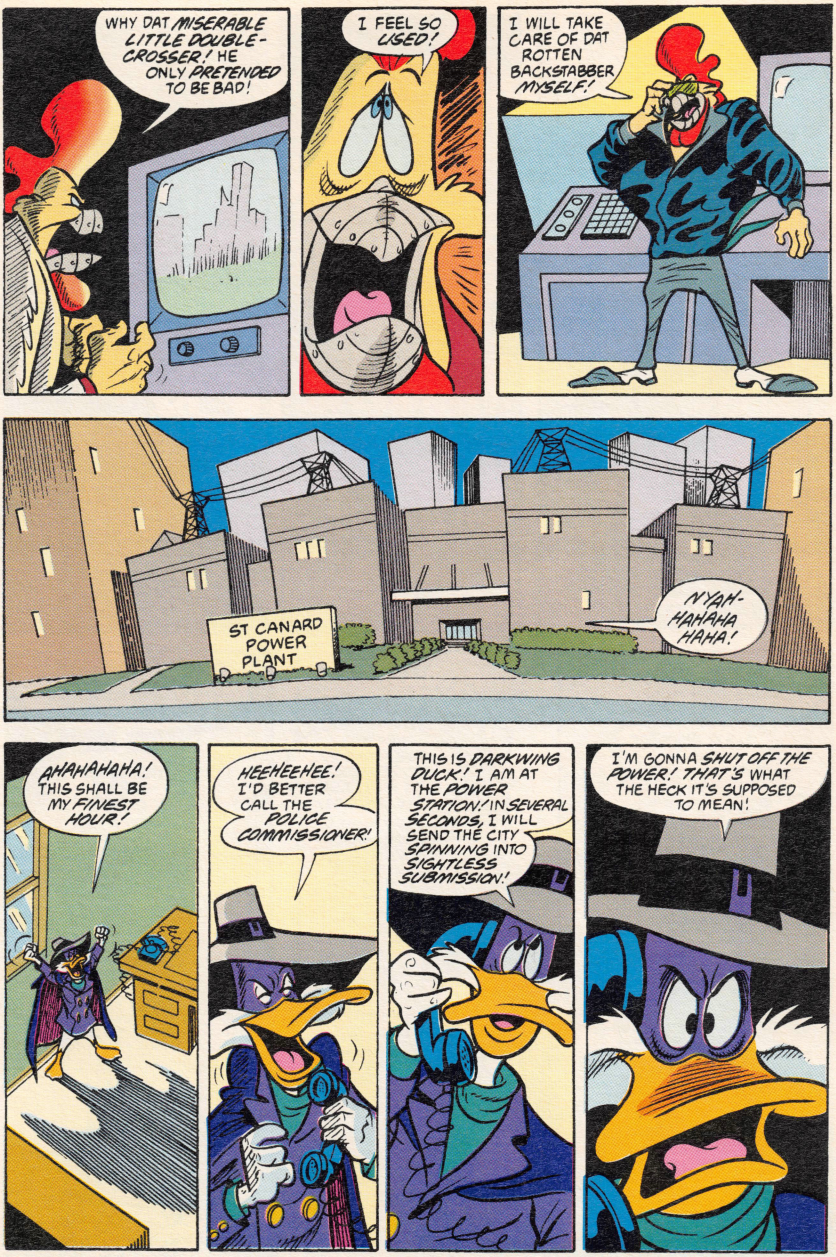
"TURNABOUT IS F.O.W.L. PLAY"
...DE TITLE PAGE! AHAHAHAHAHA!!!
DARKWING DUCK™
NOW WHAT DE HECK WAS I DOIN' ANYWAY?
AH! OF COURSE! TIME FOR DE GUINEA PIG TO BECOME A WARTHOG!
ZRRPPP
PING!

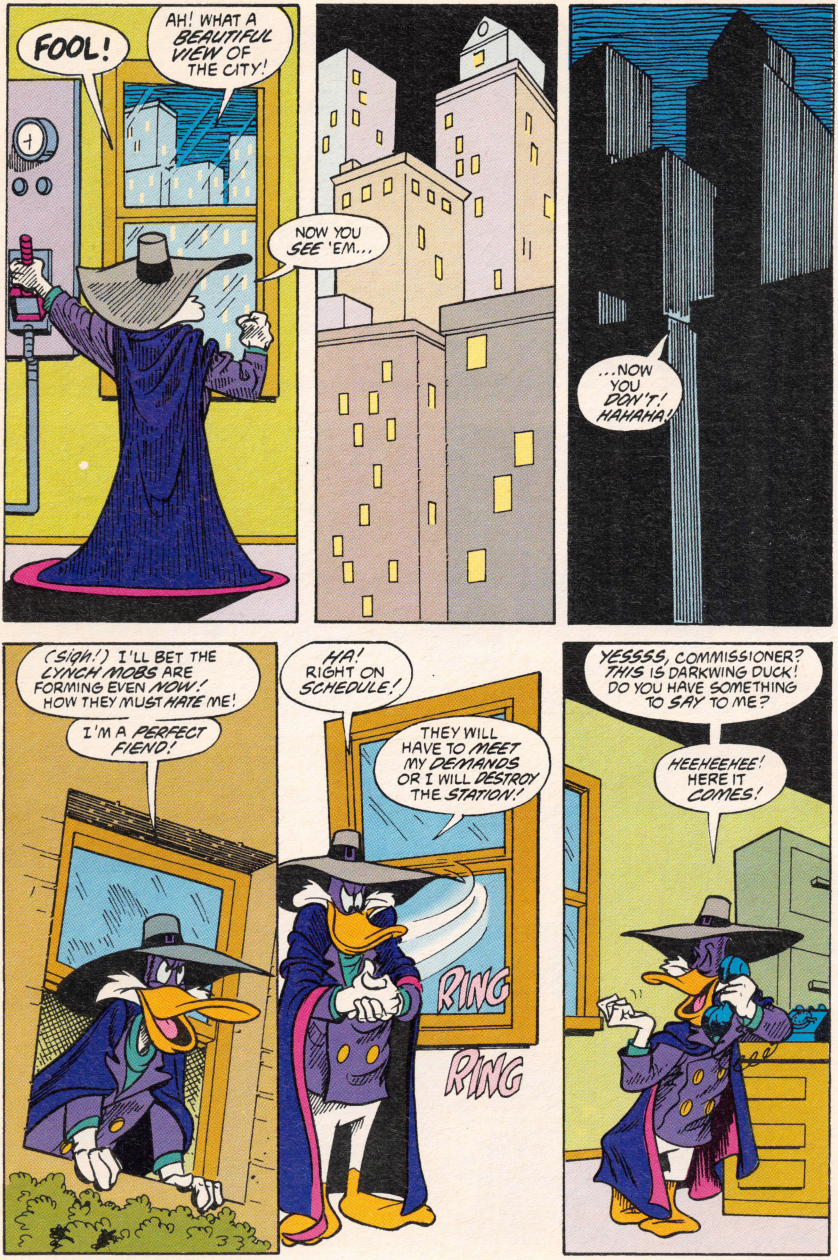

WELL, DAT'S IT! ALL DONE!
YEAH, DAT'S IT! WHAT'D YOUSE EXPECT, SPECIAL EFFECTS?
IT'S A SIMPLE PROCESS! SO SUE ME!
UNSTRAP HIM AND RETURN HIM TO DE ALLEYWAY! AND DON'T FORGET TO SET UP DE REMOTE CAMERA SO WE CAN KEEP AN EYE ON HIM!
I WONDER HOW OFTEN THEY COLLECT THE TRASH AROUND HERE?
WELL, HERE THEY ARE NOW!
I LOVE LIVING IN COMIC BOOK TIME!
DARKWING! ARE YOU OKAY, BUDDY?


BOOF
WHAT'S GOING ON HERE? WHO OR WHAT ARE YOU?
DON'TCHA RECOGNIZE ME, D.W.? IT'S LAUNCHPAD, YOUR SIDEKICK!
WHUMP
DARKWING! O WHAT HAS BECOME OF YOU?
LOOK OUT! COMING THROUGH! GIT ALONG, LITTLE DOGIES!
PUBLIC ENEMY SECOND-TO-NONE!
WHICH UNFORTUNATE BUSINESS WILL BE THE FIRST TO BE INITIATED INTO MY INFAMOUS INVENTORY?
THERE'S SO MANY! I CAN'T DECIDE!
WAIT! THERE!

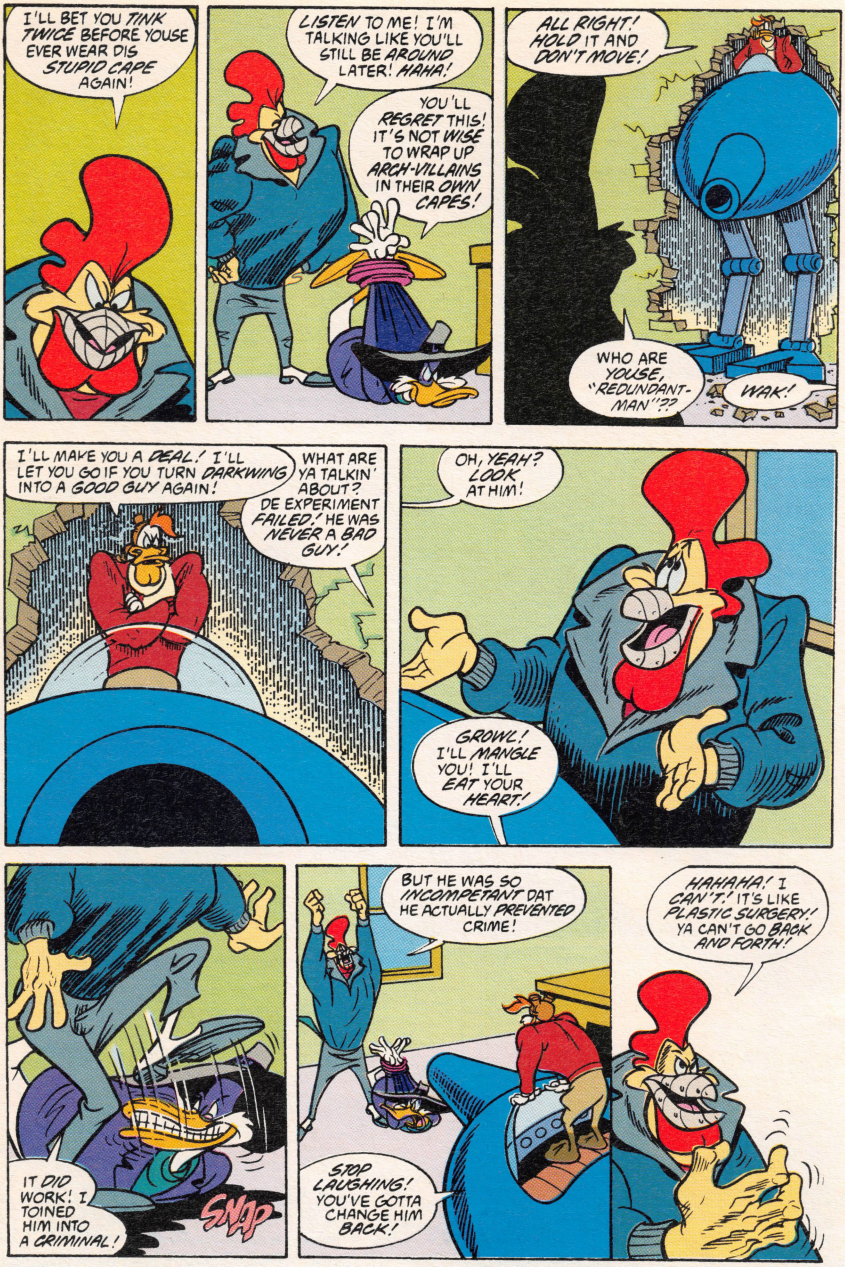

ANYONE WHO OPENS A "CHECK-CASHING" STORE IS JUST ASKING FOR TROUBLE!
SCREEECH
THEY MUST HAVE OODLES OF CASH IN THERE!!
HAH! DID YOU REALLY THINK YOU COULD RUN A CHEESY OPERATION LIKE THIS AND NOT ATTRACT THE ATTENTION OF DARKWING DUCK??
HOHO! YOUR NAÏVETE TOUCHES ME!
FOR CRYING OUT LOUD! WE FINALLY GET THIS DISTRIBUTION CENTER SET UP, AND NO SOONER DO WE START COUNTERFEITING, WHEN YOU WALTZ IN!
HOW DID YOU FIND OUT SO SOON?
WHAT? COUNTERFEITING??
THAT'S THE DUCK'S BIKE, ALL RIGHT! SOMETHING BIG MUST BE UP!
THE COPS!
THEY'LL NEVER TAKE ME!
HOW D'YA LIKE THAT? USUALLY HE STICKS AROUND TO BRAG AWHILE!
...AND WE DIDN'T EVEN GET TO THANK HIM!
OH, KNOCK IT OFF!

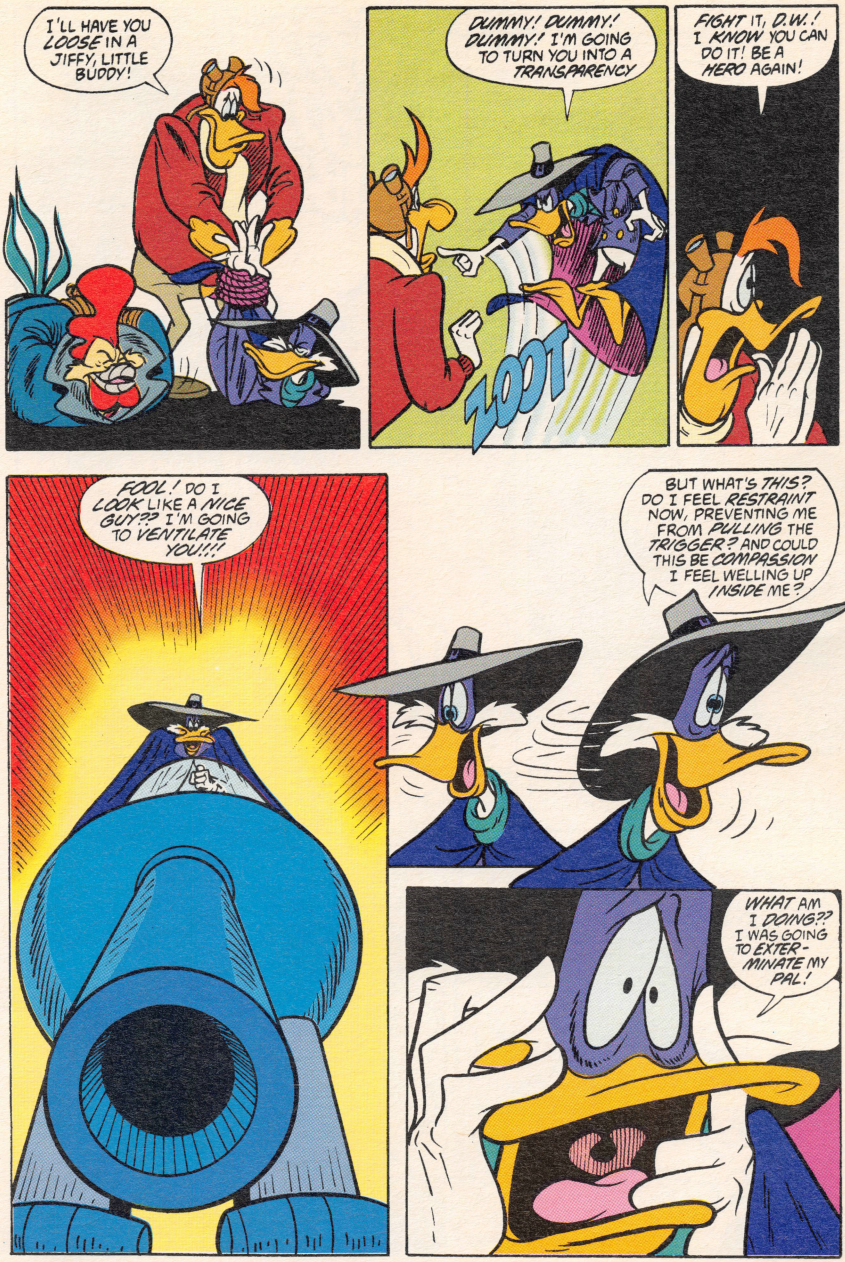

THANKS, BILLY! I'LL MAKE SURE YOU GET AN OFFICIAL DARKWING DECODER RING FOR THIS!
OL' D.W. SEEMED AWFULLY FIENDISH!
HE MUST HAVE BEEN BRAIN-WASHED!
HEEHEEHEE! CRUISE SHIPS ARE LIKE PIÑATAS! BIG AND BRIGHT AND FILLED WITH GOODIES!
OH, FOR CRYING OUT LOUD! WE JUST GOT HERE! HOW COULD YOU POSSIBLY KNOW THAT OUR PASSENGERS ARE ALL INTERNATIONAL CRIMINALS IN HIDING??
EH?
AHOY, DARKWING! WE'VE GOT THE SHIP SURROUNDED!
THE COAST GUARD!
HE'S BEEN POSITIVELY ANTISOCIAL LATELY!
POLICE
AW, DEM HEE-RO TYPES IS USUALLY SNOBS!


WHY DAT MISERABLE LITTLE DOUBLE-CROSSER! HE ONLY PRETENDED TO BE BAD!
I FEEL SO USED!
I WILL TAKE CARE OF DAT ROTTEN BACKSTABBER MYSELF!
ST CANARD POWER PLANT
NYAH-HAHAHA HAHA!
AHAHAHAHA! THIS SHALL BE MY FINEST HOUR!
HEEHEEHEE! I'D BETTER CALL THE POLICE COMMISSIONER!
THIS IS DARKWING DUCK! I AM AT THE POWER STATION! IN SEVERAL SECONDS, I WILL SEND THE CITY SPINNING INTO SIGHTLESS SUBMISSION!
I'M GONNA SHUT OFF THE POWER! THAT'S WHAT THE HECK IT'S SUPPOSED TO MEAN!


FOOL!
AH! WHAT A BEAUTIFUL VIEW OF THE CITY!
NOW YOU SEE 'EM...
...NOW YOU DON'T! HAHAHA!
(SIGH!) I'LL BET THE LYNCH MOBS ARE FORMING EVEN NOW! HOW THEY MUST HATE ME!
I'M A PERFECT FIEND!
HA! RIGHT ON SCHEDULE!
THEY WILL HAVE TO MEET MY DEMANDS OR I WILL DESTROY THE STATION!
RING
RING
YESSSS, COMMISSIONER? THIS IS DARKWING DUCK! DO YOU HAVE SOMETHING TO SAY TO ME?
HEEHEEHEE! HERE IT COMES!

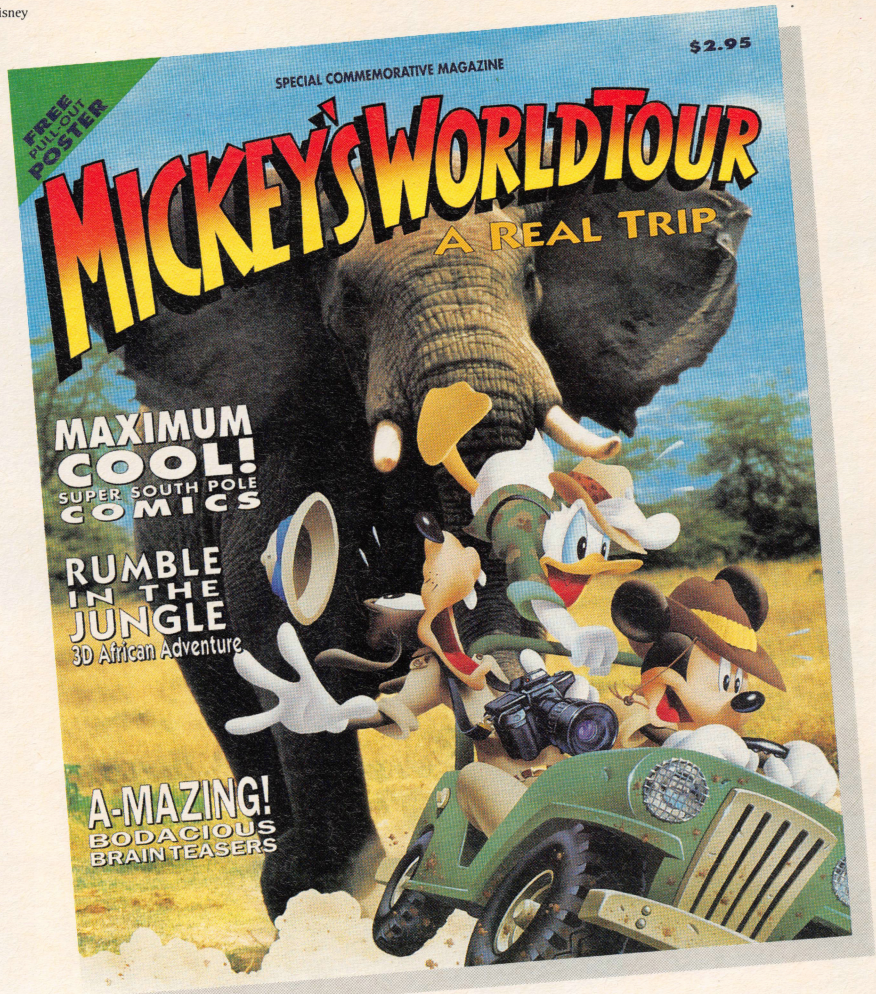
CONGRATULATIONS, DARKWING! I DON'T KNOW HOW YOU DO IT!
F.O.W.L. AGENTS HAD A COLOSSAL ELECTRIC CANNON AIMED AT CITY HALL! BUT THANKS TO YOU, THEY DIDN'T GET A SINGLE SHOT!
YOU'RE A HERO, MY BOY!
ERK!
TURN AROUND, YOU WART! YOU'VE HAD QUITE A BUSY DAY!
CRASH
DOSE WERE ALL MY OPERATIONS YA LOUSED UP!
NOW, STEELBEAK, LET'S TALK ABOUT THIS...
NO! I AM TOO ANGRY TO SPEAK!
FOONT
YOUSE MUST BE STOPPED!
TZZZING
CLONK
OWCH!
ALL RIGHT, STEELBEAK, I'LL HAVE TO TEACH YOU THE TRUE MEANING OF VILLAINY!
YOU AMAZING IDIOT! I'LL TWIST YER HEAD OFF!
HAVE YOU NO SENSE? RUN WHILE YOU CAN!!


I'LL BET YOU TINK TWICE BEFORE YOUSE EVER WEAR DIS STUPID CAPE AGAIN!
LISTEN TO ME! I'M TALKING LIKE YOU'LL STILL BE AROUND LATER! HAHA!
YOU'LL REGRET THIS! IT'S NOT WISE TO WRAP UP ARCH-VILLAINS IN THEIR OWN CAPES!
ALL RIGHT! HOLD IT AND DON'T MOVE!
WHO ARE YOUSE, "REDUNDANT-MAN"??
WAK!
I'LL MAKE YOU A DEAL! I'LL LET YOU GO IF YOU TURN DARKWING INTO A GOOD GUY AGAIN!
WHAT ARE YA TALKIN' ABOUT? DE EXPERIMENT FAILED! HE WAS NEVER A BAD GUY!
OH, YEAH? LOOK AT HIM!
GROWL! I'LL MANGLE YOU! I'LL EAT YOUR HEART!
IT DID WORK! I TOINED HIM INTO A CRIMINAL!
SNAP
BUT HE WAS SO INCOMPETANT DAT HE ACTUALLY PREVENTED CRIME!
STOP LAUGHING! YOU'VE GOTTA CHANGE HIM BACK!
HAHAHA! I CAN'T! IT'S LIKE PLASTIC SURGERY! YA CAN'T GO BACK AND FORTH!


I'LL HAVE YOU LOOSE IN A JIFFY, LITTLE BUDDY!
DUMMY! DUMMY! DUMMY! I'M GOING TO TURN YOU INTO A TRANSPARENCY
ZOOT
FIGHT IT, D.W.! I KNOW YOU CAN DO IT! BE A HERO AGAIN!
FOOL! DO I LOOK LIKE A NICE GUY?? I'M GOING TO VENTILATE YOU!!!
BUT WHAT'S THIS? DO I FEEL RESTRAINT NOW, PREVENTING ME FROM PULLING THE TRIGGER? AND COULD THIS BE COMPASSION I FEEL WELLING UP INSIDE ME?
WHAT AM I DOING?? I WAS GOING TO EXTER-MINATE MY PAL!

NO! I WON'T DO IT! I WON'T! I WON'T!
DARKWING ...NO!
THUD THUD THUD
BABOOM BABOOM BABOOM
EEEK!
FIZZZZ
GEEZ!
TA-TOOM
YOU DID IT, LITTLE BUDDY! I'M PROUD OF YA!
OF COURSE! AM I NOT THE TERROR THAT FLAPS IN THE NIGHT? AM I NOT THE CRIMINAL ANTACID THAT SOOTHES AND RELAXES??
HEY! WHAT'S GOING ON HERE? WHY ARE WE FLASHING BACK?
I BROUGHT US BACK! I'VE DECIDED TO GO AHEAD AND LET YOUSE REWRITE THIS STORY! AT LEAST THIS WAY I WON'T GET BLOWN UP AT THE END!
SORE LOSER!
HAH! LIKE I SAID, I WAS TOO MUCH FOR THEM!
YOU'RE TOO MUCH, PERIOD!
END

©Disney



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MICKEY'S WORLD TOUR

LOOK FOR IT ON NEWSSTANDS EVERYWHERE MARCH 10.

AVALANCHE!

When it happened, Nick Logan was doing what he'd done hundreds of times before—starting an avalanche. He and his partner were standing on top of a ridge, trying to decide where to set the explosives. Suddenly, Logan dropped out of sight.

A roaring cloud of snow threw Logan down the ridge until he finally landed, 100 feet later. Fortunately, he wasn't buried, but his partner still couldn't see

him through the blowing snow. Finally, Logan slid a little further down the mountain and made his way to safer ground.

Logan worked in avalanche control. His job was to start avalanches before they happened naturally and caused damage and injury. So when he and his team predicted an avalanche, ski resorts would clear the slopes and Logan would send snow flying.

To start avalanches, controllers shake up snow with explosives. Sometimes they shoot the explosives out of rifles or special machines called avalaunchers. Other times they throw dynamite into an avalanche path (from a safe distance) or drop it from helicopters. The blasts jar the snow to either settle more tightly or start moving.

But avalanche control crews can't always beat Mother Nature

to the punch. On March 31, 1982, the Alpine Meadow Ski Resort near Lake Tahoe closed for business because it was extremely windy and snow was falling heavily. The employees, however, hung out—cleaning up, checking weather reports, waiting for the snow to stop.

Suddenly, a wall of snow higher than a basketball hoop and 10 times longer than a football field swept down the mountainside, destroying ski lift towers, buildings and trees. Seven people died, including the area chief of avalanche control.

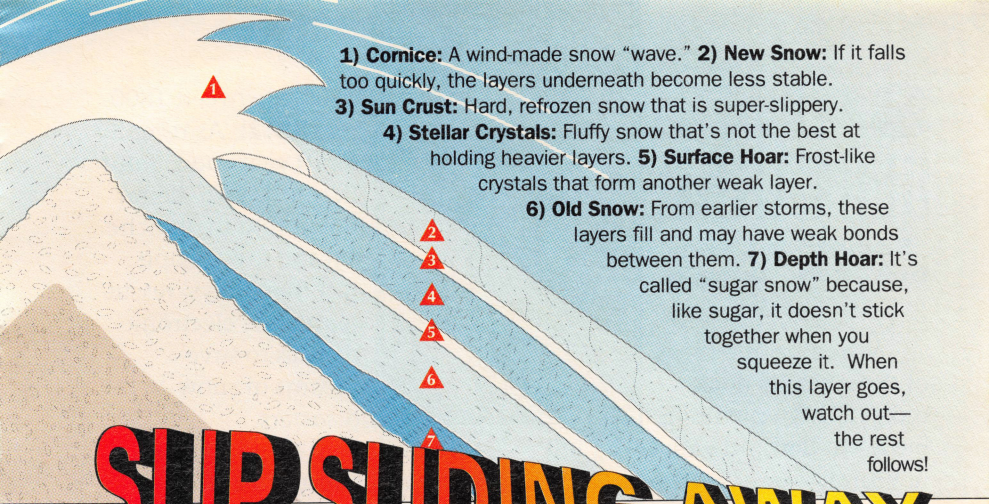
"One of the most important lessons I've learned came from an avalanche expert in Switzerland," says Sue Ferguson, an avalanche meteorologist, "and that was that an avalanche doesn't know you're an expert."

From November to May, Ferguson and her coworkers gather and analyze weather information. They also ski the backcountry (snowy areas not developed for skiing) to find out more about avalanches.

Ferguson first realized how much damage an avalanche can do when she was only 15. While on junior ski patrol, she helped an elderly couple who had been caught in an avalanche. "It had broken their legs, and the man was buried so deeply he couldn't get out. That's when I started to be really impressed by the sheer power of falling snow."

—Julie Winterbottom and Karen Stillman

ILLUSTRATION: GRAPHIC CHART & MAP CO., INC.

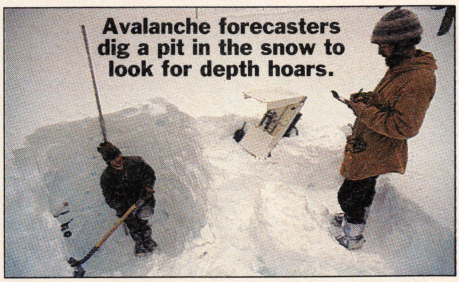


SLIP SLIDING AWAY

How Avalanches Start

They can snap trees in half like toothpicks. They can move almost as fast as race cars. They can travel a mile or more before stopping. And they've killed more than 300 people in the past 30 years. They're avalanches, and no one knows for sure when or where they might strike next.

It's hard to believe that something as powerful as an avalanche is made up of *snowflakes*. But as snowflakes fall, their consistency or make-up changes, depending on how much air and water are in them. This causes some layers of snow to be wet and heavy, and others to be dry. The wet layers become slippery—the perfect launching pad for an avalanche.


Avalanche forecasters dig a pit in the snow to look for depth hoars.

One of these snow layers, called a "depth hoar," is the key to most big snow slides. A depth hoar is a layer of snow crystals that have the consistency of sugar—they don't stick together very well. When heavier snow falls on top of the depth hoar layer, the snow underneath becomes less and less stable. Then, heavy snowstorms, super-loud noises, explosions—or unsuspecting skiers, snowmobilers or climbers—can trigger tons of snow sliding down a mountain.

—Amy Cohen

THERE'S MORE!

SAINT BERNARDS:

Sometimes the best nose is cold and wet

When people think of snow rescue dogs, most of them picture a big Saint Bernard with a keg full of brandy—or at least hot chocolate—around its neck.

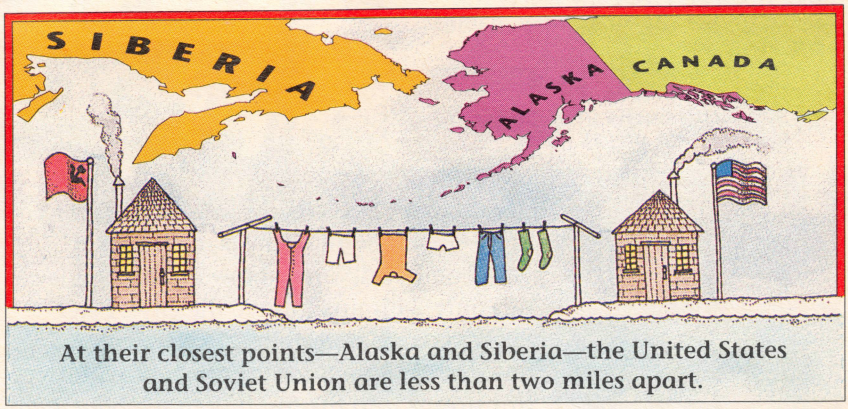
The Saint Bernard part is right. But the keg? Not quite.

Saint Bernards, which weigh as much as 210 pounds, were first kept as farm dogs in the Alps. More than 200 years ago, rescue teams began using them to sniff out snow-stranded travelers and avalanche victims. Good choice. With their heavy fur coats and love of snow, they seemed able to find their way through any blizzard. And with their keen sense of smell, they could sniff out a person buried 10 to 12 feet beneath the snow.

Working in pairs, the dogs would first dig a snow victim out. Then one would lay on top of the person to keep him warm while the other ran for help. The most famous Saint Bernard, Barry, rescued 40 people between 1800 and 1812! As recently as 10 years ago, Saint Bernards were being flown into avalanche sites to save people. But these days, rescue teams use electronic devices to save victims of snow disasters.

Now, about that keg. An artist once painted a Saint Bernard and added the keg—and the image stuck. But the idea wasn't too far off. Although the dogs never lugged brandy or hot chocolate around, they sometimes carried warm blankets to help people in trouble.

—John Cade



At their closest points—Alaska and Siberia—the United States and Soviet Union are less than two miles apart.

One out of every seven people is left-handed.

Left-handed people tend to scratch themselves with their right hands, while right-handed people tend to scratch themselves with their left.

If you forget your bug spray on your next camping trip, don't wear blue clothes. Mosquitoes are twice as attracted to blue as any other color.

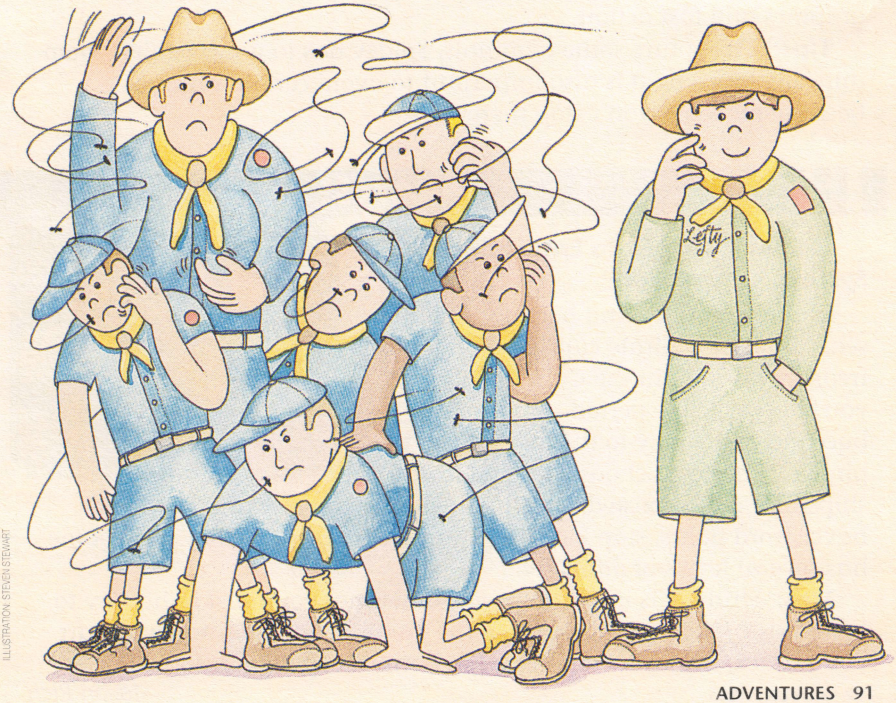


ILLUSTRATION: STEVEN STEWART

CYBERGAMES

Have you discovered any secret tips for beating our favorite video games? Send them to:

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HOT VIDEO PICKS

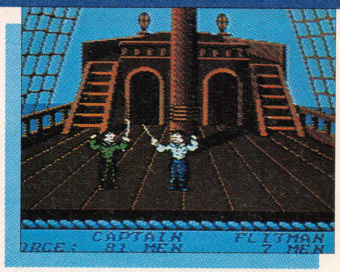
SPIDER-MAN

FORMAT: Sega Genesis. One player.

A bomb is about to blow up and Spidey has only 24 hours to save the city! Peter Parker is a photographer for the *Daily Bugle*, but when it comes to stopping crime, he transforms into the famous comic book hero, Spider-Man. He must capture the evil Kingpin and his henchmen and then photograph them. Spider-Man can shoot and swing on webs, use a special web shield, climb walls, run, walk, kick, punch and jump. This game offers cool graphics and fast action.

Tips: To capture some criminals, Spidey has to jump behind them and shoot a web. It is also important to avoid certain animals because his webs won't stop them.

PIRATES!



FORMAT: Nintendo Entertainment System. One player.

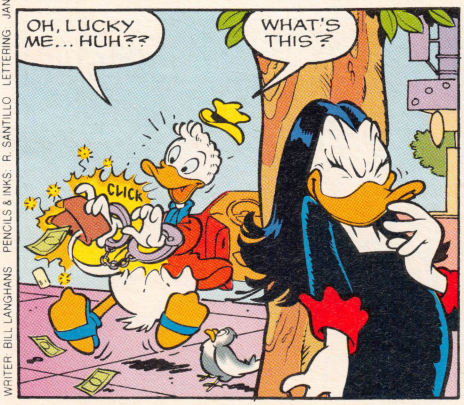
Grab your sword and head for the high seas. You are a pirate captain doing a little treasure hunting in the Caribbean. First, you choose a time period—from the buccaneers' heyday to the last days of the pirates. Then you choose a vessel from ships that really existed. During the game you buy and sell things, have sword fights, stop kidnappers, and engage in battles. The game has several levels of difficulty.

Tips: Strategy is important, but sometimes you must fight. Try to learn basic fencing skills early in the game. The 'A' button will start your attack, but when you're not in battle, keep exploring.

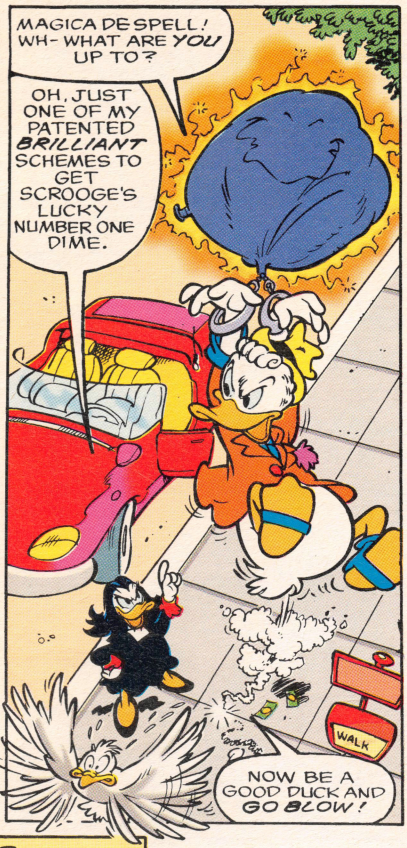
—Jason Rich

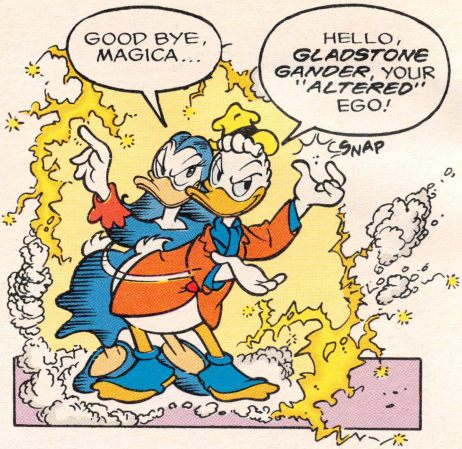
Disney's DuckTales™

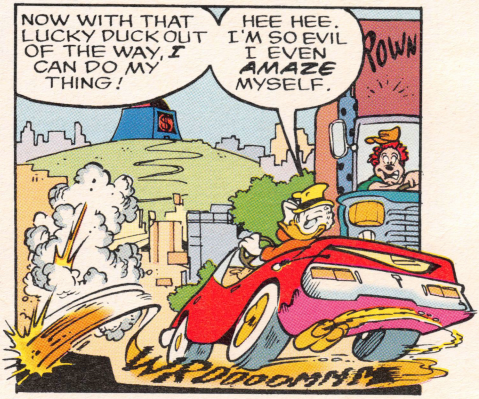
"DIME CRIME"



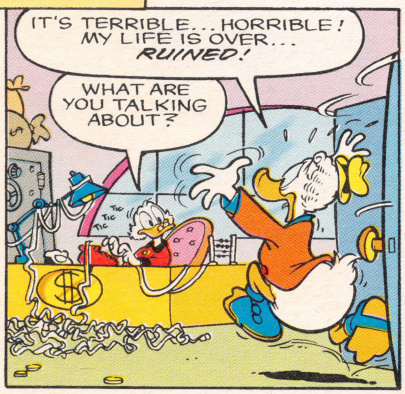
WRITER BILL LANGHANS PENCILS & INKS R. SANTILLO LETTERING JANICE CHAING COLORING R. SANTILLO

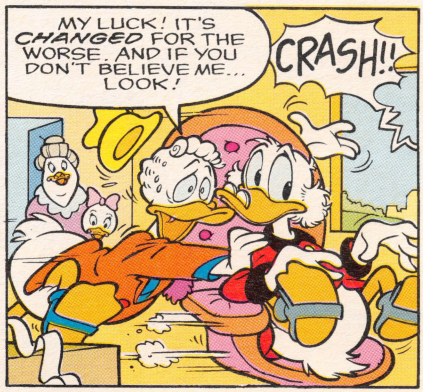

MAGICA DE SPELL! WH- WHAT ARE YOU UP TO?
OH, JUST ONE OF MY PATENTED BRILLIANT SCHEMES TO GET SCROOGE'S LUCKY NUMBER ONE DIME.
WALK
NOW BE A GOOD DUCK AND GO BLOW!

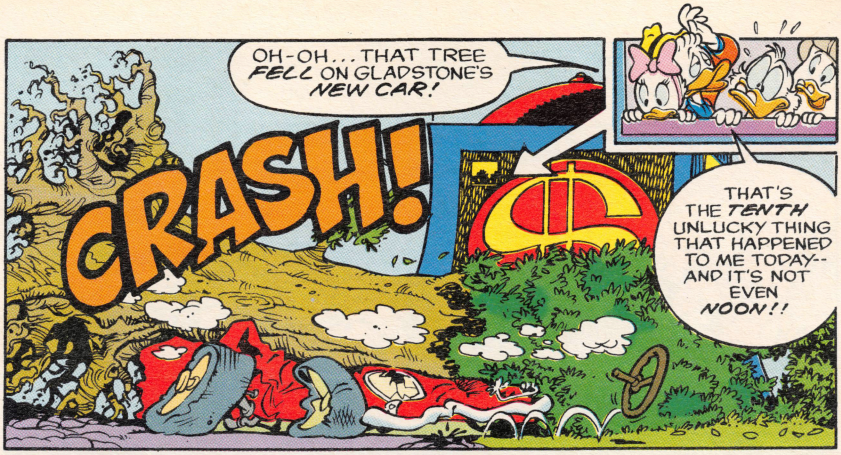

GOOD BYE, MAGICA...
HELLO, GLADSTONE GANDER, YOUR "ALTERED" EGO!
SNAP

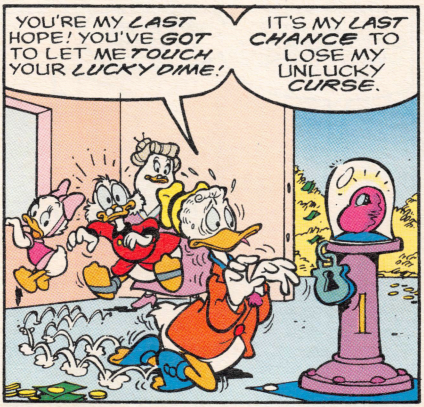

NOW WITH THAT LUCKY DUCK OUT OF THE WAY, I CAN DO MY THING!
HEE HEE. I'M SO EVIL I EVEN AMAZE MYSELF.
ROWN
KA-DOOMM!!

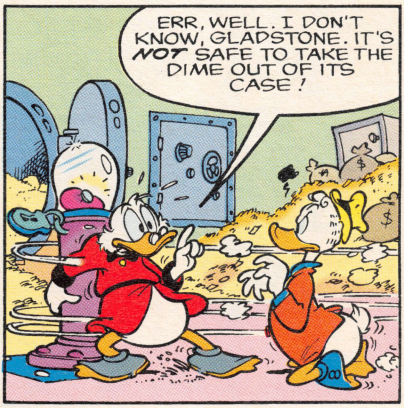
SHORTLY...

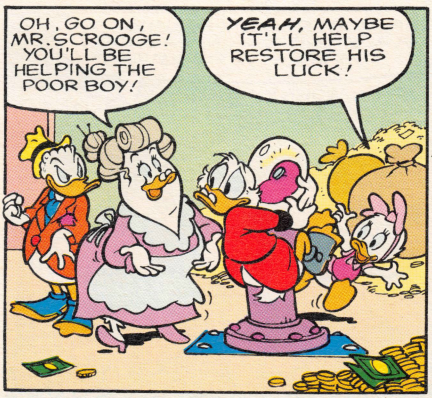

IT'S TERRIBLE... HORRIBLE! MY LIFE IS OVER... RUINED!
WHAT ARE YOU TALKING ABOUT?

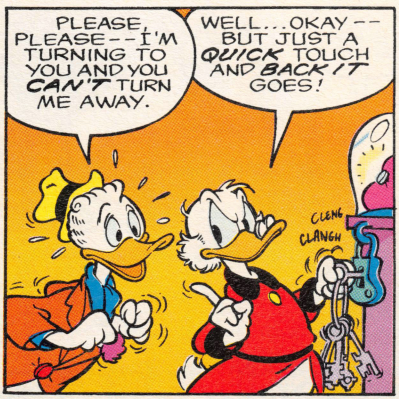

MY LUCK! IT'S CHANGED FOR THE WORSE. AND IF YOU DON'T BELIEVE ME... LOOK!
CRASH!!

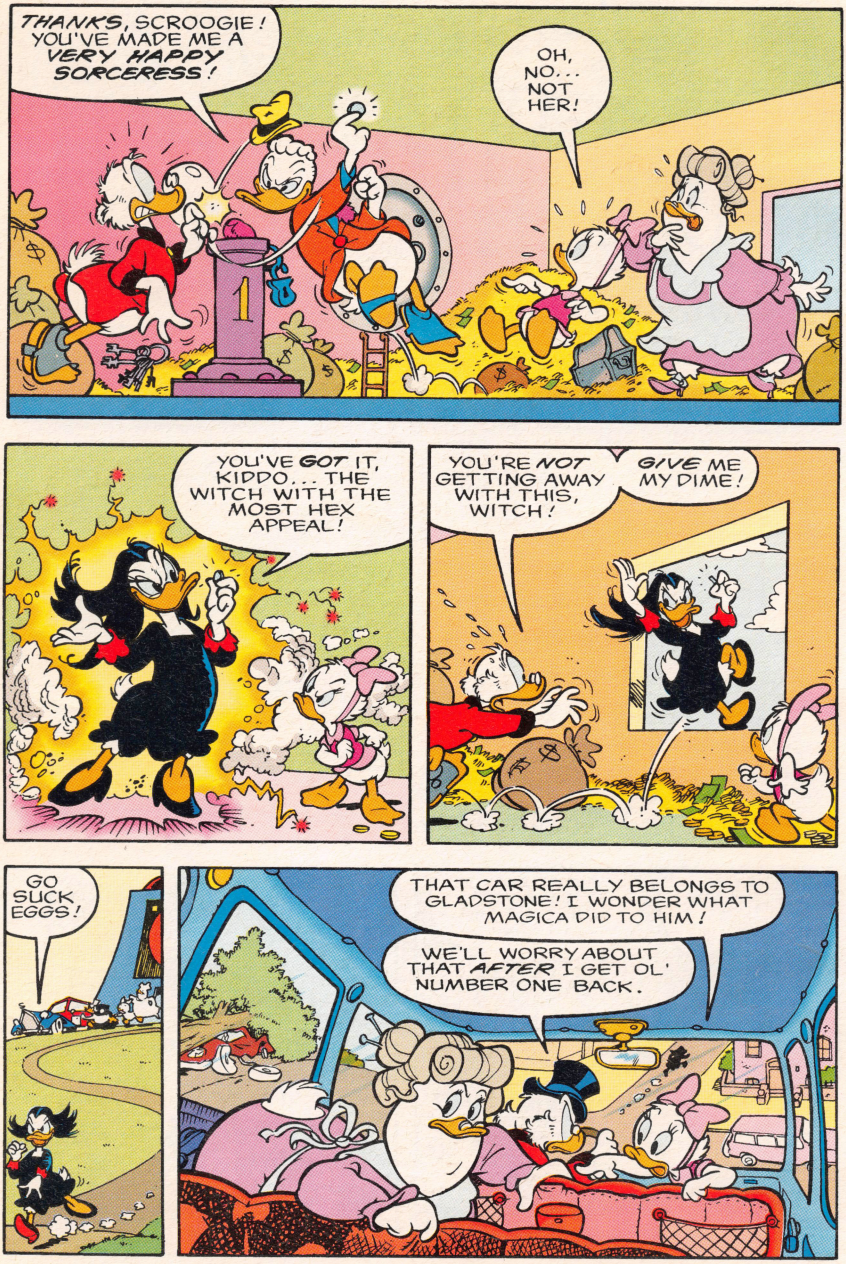

OH-OH... THAT TREE FELL ON GLADSTONE'S NEW CAR!
CRASH!
THAT'S THE TENTH UNLUCKY THING THAT HAPPENED TO ME TODAY-- AND IT'S NOT EVEN NOON!!

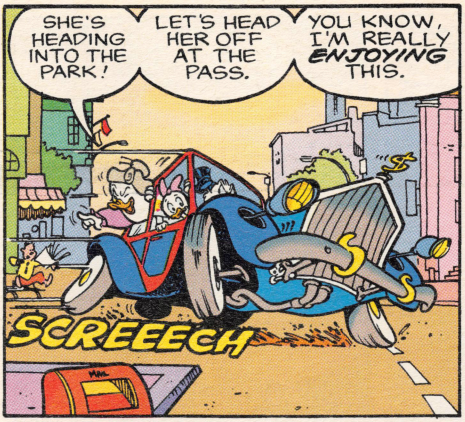

YOU'RE MY LAST HOPE! YOU'VE GOT TO LET ME TOUCH YOUR LUCKY DIME!
IT'S MY LAST CHANCE TO LOSE MY UNLUCKY CURSE.

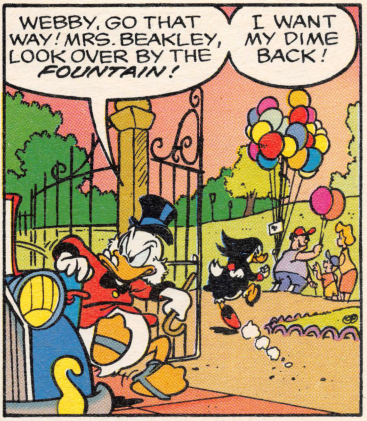

ERR, WELL. I DON'T KNOW, GLADSTONE. IT'S NOT SAFE TO TAKE THE DIME OUT OF ITS CASE!

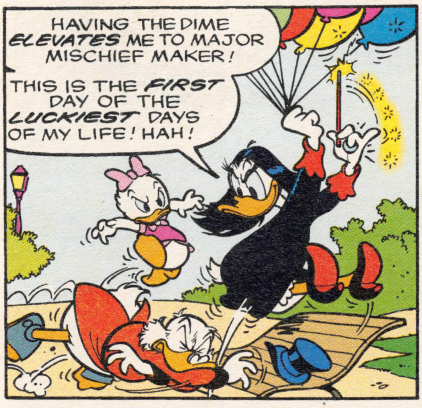

OH, GO ON, MR. SCROOGE! YOU'LL BE HELPING THE POOR BOY!
YEAH, MAYBE IT'LL HELP RESTORE HIS LUCK!

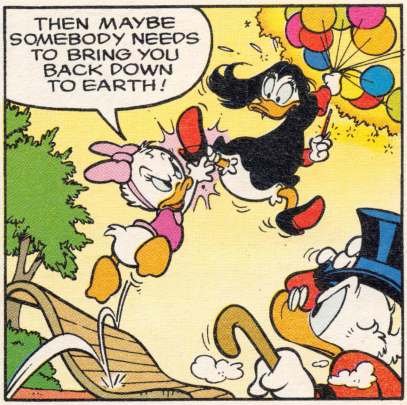

PLEASE, PLEASE-- I'M TURNING TO YOU AND YOU CAN'T TURN ME AWAY.
WELL... OKAY -- BUT JUST A QUICK TOUCH AND BACK IT GOES!
CLENG CLANGH

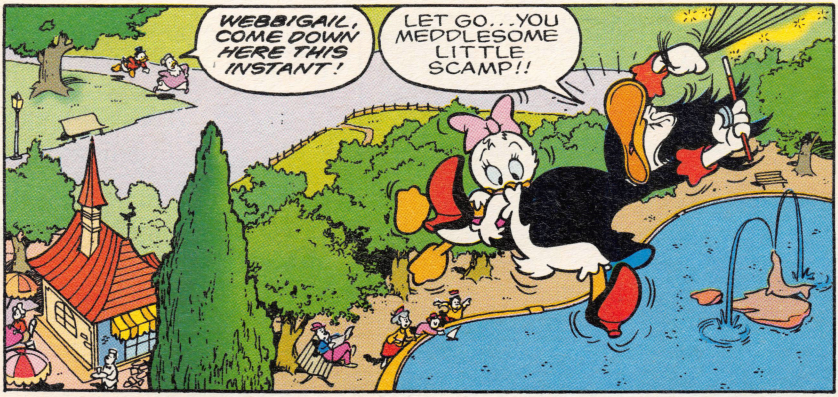

THANKS, SCROOGIE! YOU'VE MADE ME A VERY HAPPY SORCERESS!
OH, NO... NOT HER!
YOU'VE GOT IT, KIDDO... THE WITCH WITH THE MOST HEX APPEAL!
YOU'RE NOT GETTING AWAY WITH THIS, WITCH!
GIVE ME MY DIME!
GO SUCK EGGS!
THAT CAR REALLY BELONGS TO GLADSTONE! I WONDER WHAT MAGICA DID TO HIM!
WE'LL WORRY ABOUT THAT AFTER I GET OL' NUMBER ONE BACK.

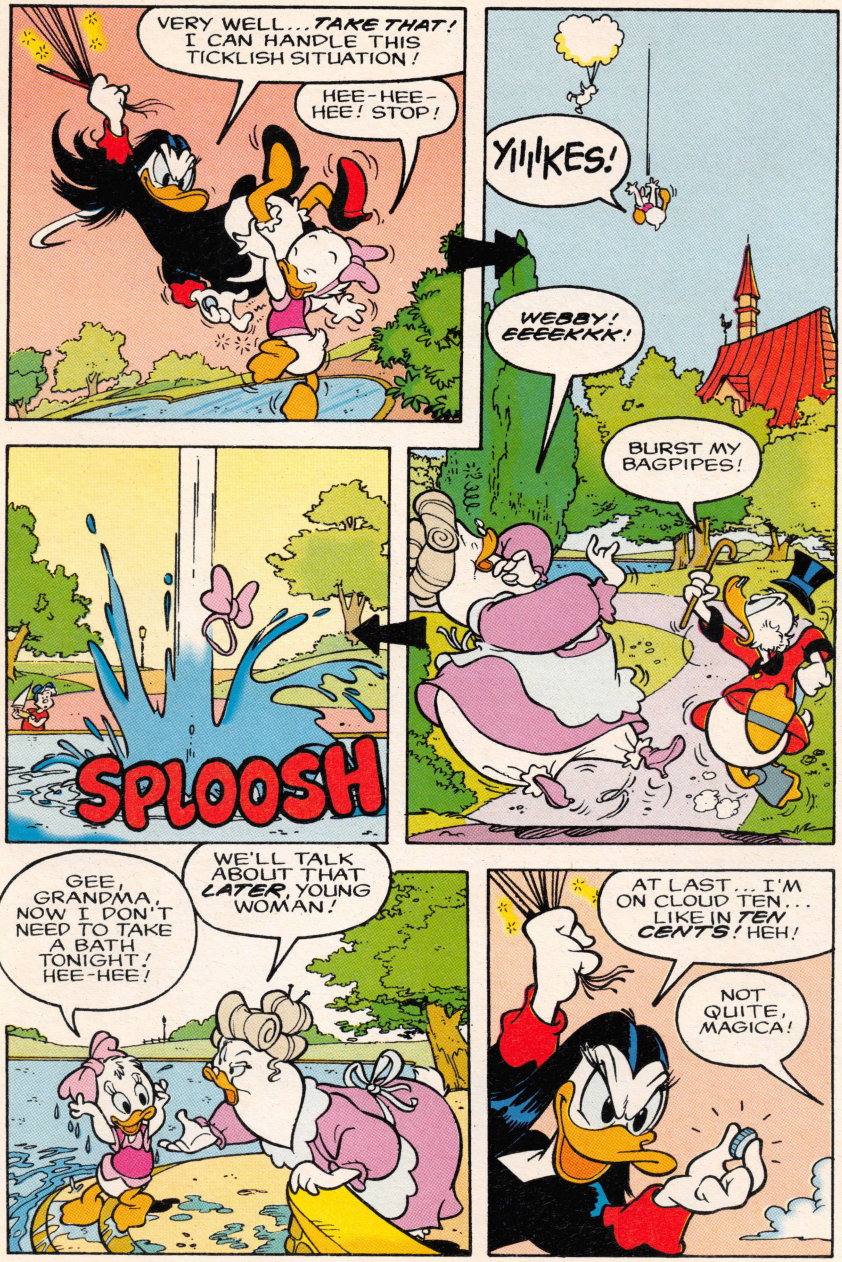

SHE'S HEADING INTO THE PARK!
LET'S HEAD HER OFF AT THE PASS.
YOU KNOW, I'M REALLY ENJOYING THIS.
SCREEECH

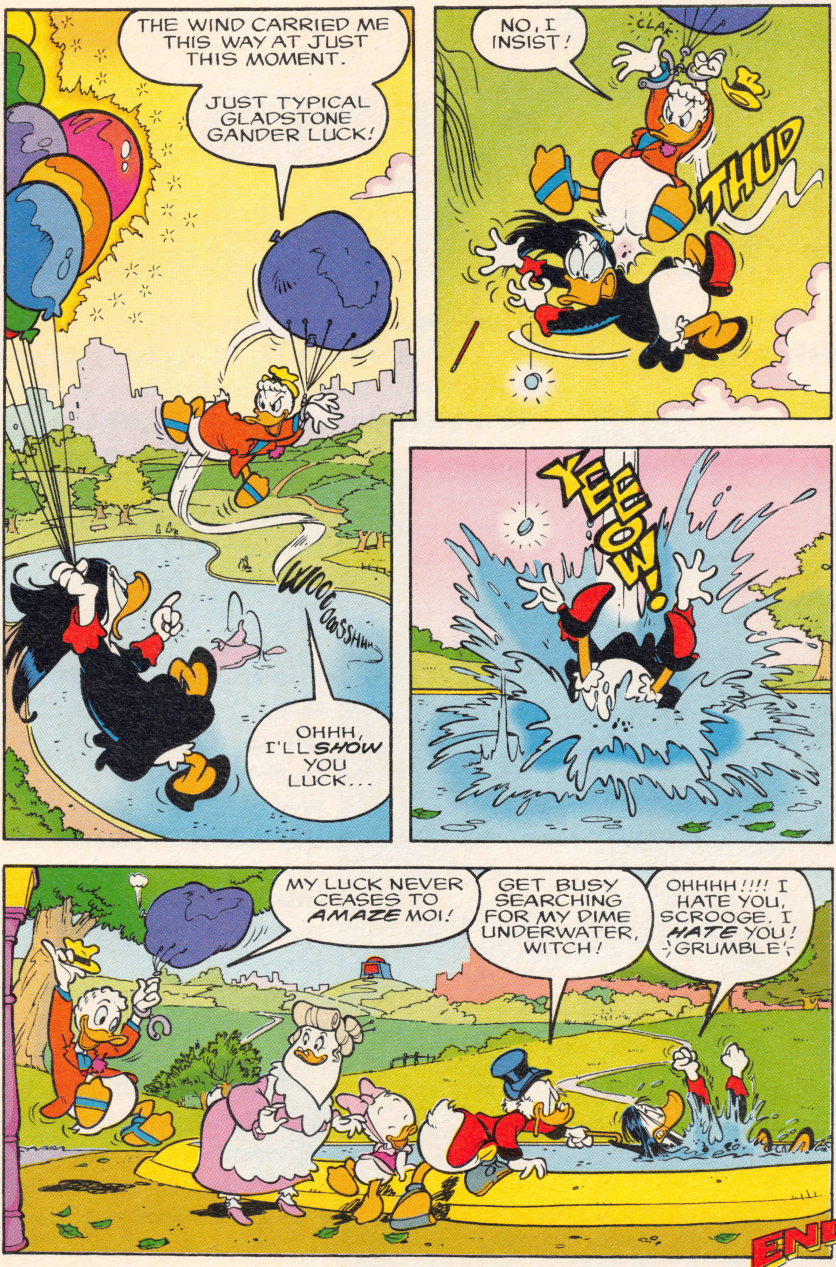

WEBBY, GO THAT WAY! MRS. BEAKLEY, LOOK OVER BY THE FOUNTAIN!
I WANT MY DIME BACK!


HAVING THE DIME ELEVATES ME TO MAJOR MISCHIEF MAKER!
THIS IS THE FIRST DAY OF THE LUCKIEST DAYS OF MY LIFE! HAH!


THEN MAYBE SOMEBODY NEEDS TO BRING YOU BACK DOWN TO EARTH!


WEBB!GAIL, COME DOWN HERE THIS INSTANT!
LET GO...YOU MEDDLESOME LITTLE SCAMP!!


VERY WELL... TAKE THAT! I CAN HANDLE THIS TICKLISH SITUATION!
HEE-HEE-HEE! STOP!
YIIIKES!
WEBBY! EEEEKKK!
BURST MY BAGPIPES!
SPLOOSH
GEE, GRANDMA, NOW I DON'T NEED TO TAKE A BATH TONIGHT! HEE-HEE!
WE'LL TALK ABOUT THAT LATER, YOUNG WOMAN!
AT LAST... I'M ON CLOUD TEN... LIKE IN TEN CENTS! HEH!
NOT QUITE, MAGICA!


THE WIND CARRIED ME THIS WAY AT JUST THIS MOMENT.
JUST TYPICAL GLADSTONE GANDER LUCK!
WOOOOSSHH
OHHH, I'LL SHOW YOU LUCK...
NO, I INSIST!
CLAK
THUD
YEEOW!
MY LUCK NEVER CEASES TO AMAZE MOI!
GET BUSY SEARCHING FOR MY DIME UNDERWATER, WITCH!
OHHHH!!!! I HATE YOU, SCROOGE. I HATE YOU! GRUMBLE
END

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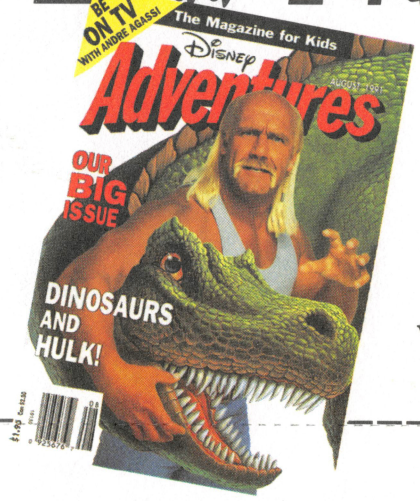

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THE GREAT GRETZKY

"The Great One." That was Wayne Gretzky's nickname when he was 10, and he's lived up to it every year since. In his 13 seasons in the National Hockey League (NHL), "Gretz" (as his friends call him) has been named the league's Most Valuable Player nine times.

He is certainly not The Big One. Gretzky, (who turns 31 on January 26), is 5-foot-11 and weighs 165 pounds, but he has scored more goals and passed off for more assists than any NHL player ever.

He's still going strong as captain of the Los Angeles Kings. Check out these answers to some of your most-asked Wayne Gretzky questions.

Wayne at age 6

How did Wayne get to be The Great One?

A: It started at the age of three, when Wayne first began playing hockey. By six, he was starring in a league of 10-year-olds. At 14, he left home to play junior hockey. Then he signed his first pro contract at 17. After one year in the pros, he was the most valuable player in the NHL. Wayne was so addicted to hockey that his dad built a hockey rink in his own backyard. He would practice day and night, hour after hour, until his fingers and toes got numb from the cold.

But he isn't the biggest, fastest or strongest hockey player on ice. How does he do what he does?

A: "Imagination," says Wayne. Some things he does, he can't even explain. "It's just instinct or imagination. Also anticipation. My dad helped me to learn to guess what's going to happen next."

Does he use a special stick?

A: Wayne uses aluminum sticks that he designs himself. He can tell by feel if a stick is a quarter of an ounce too heavy or too light.

Hockey's a pretty rough game. How does he avoid being squashed like a bug by huge,

aggressive opponents?

A: "Fear," Gretz says, with a smile. "You learn to find out where everybody is on the ice at all times. Also, it's harder to hit a moving target." A former teammate, asked why Gretzky almost never gets hit hard, said, "Ever try to catch a feather?" And when Wayne was a teenager, an opposing coach offered his players two dollars for every hit on Gretzky. Nobody collected.

Is that why we hardly ever see Gretzky in a fight?

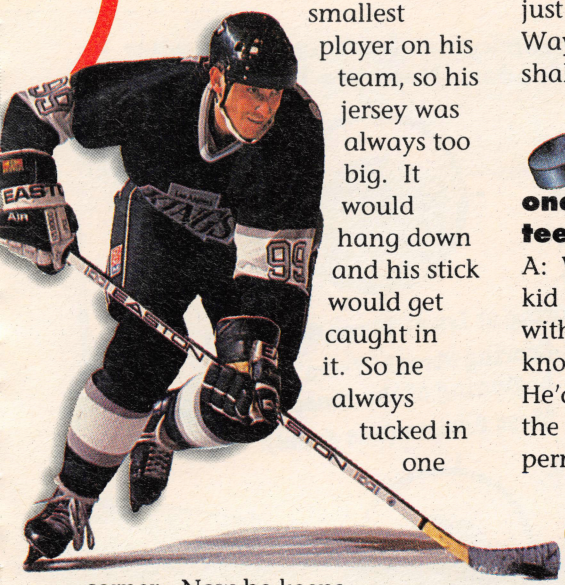
A: Gretz says fighting in hockey is dumb, period. It's bad for the image of the sport.

Does he have any secrets of success?

A: Well, there *are* his "traditions." He won't get his hair cut while on a road trip, because the last time he did, his team lost. He always dresses in the exact same order, starting with his left shin pad. And during pregame warm-ups, he always misses his first shot wide to the right of the net.

He always tucks his jersey into his hockey pants. Is that a superstition, too?

A: Well, sort of. But mostly it's a habit left over from when he played youth hockey. Wayne was always the youngest and smallest player on his team, so his jersey was always too big. It would hang down and his stick would get caught in it. So he always tucked in one corner. Now he keeps the corner tucked in with Velcro.™



That explains how he dresses on the ice. But how about off the ice? He always seems to be wearing dark clothes.

A: That's because he's always surrounded by autograph seekers. Sometimes their pens and pencils brush against his clothes. The marks don't show as much on darker clothing.

What does he eat before a game?

A: A couple of hours ahead of the game, he eats four hot dogs with mustard and onions. Then, just before going on the ice, Wayne downs a sandwich, a milk shake and a big piece of pie.

Speaking of eating, we have to ask this one: Has Wayne lost any teeth playing hockey?

A: When he was 10, another kid hit Wayne in the mouth with his hockey stick, and that knocked out six of his front teeth. He'd just gotten his braces off the week before. (Now he wears permanent false teeth.)

We know how Wayne feels about his huge opponents. Is he afraid of anything else?

A: Yes—flying. He even went to a hypnotist to try to overcome his fear. Sometimes during flights Wayne sits in the cockpit, which makes him feel less nervous.

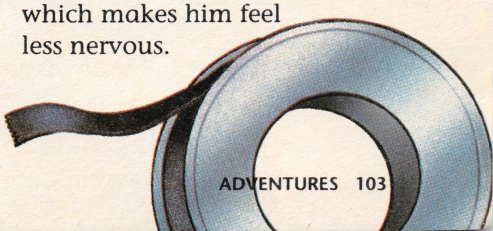


ILLUSTRATION: MARC BROWN

Does Wayne ever get tired of being "The Great One"?

A: Sometimes, with all the special appearances and endorsements, being a star gets to be a bit much and Wayne has to say, "Enough!" Once he was supposed to film a commercial but he was too tired. He canceled the filming and went fishing instead. It cost him $15,000. But, he says, "It was worth every penny."

GRETZKY'S HOCKEY HIGHS

In just 13 years, Wayne Gretzky has become the Number 3 all-time NHL goal scoring leader. Here are just some of his many, many records.

SINGLE SEASON RECORDS

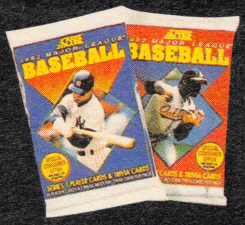
Most Goals:	92
Most Assists:	163
Most Points:	215
Most Games Scoring at Least Three Goals:	10
Longest Consecutive Point-Scoring Streak (from the beginning of the season):	51 Games
Most Assists (one game):	7

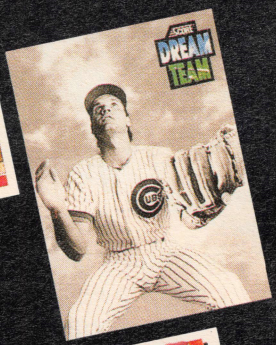
CAREER RECORDS

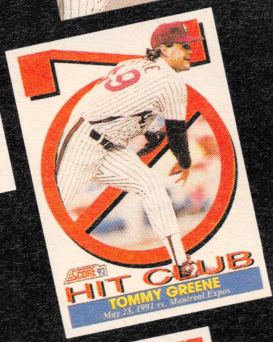
Most Points (by a center):	2,142
Most Assists:	1,424
Most Overtime Assists:	10
Most Games Scoring Three or More Goals:	48
Most 40-or-More Goal Seasons:	12
Most 100-or-More Point Seasons:	12

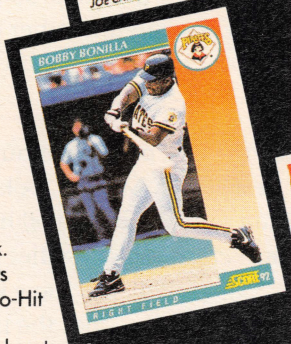
GET ALL THE ACTION!

"Look for Joe DiMaggio Offer!"









SCORE® '92
MAJOR LEAGUE BASEBALL®

Bases loaded. Here's the pitch... *CRACK!* It's going, going, gone! A grand slam by Darryl Strawberry!

He takes the sign. He winds up. Here's the pitch... *WHIFF!* Another strikeout by Roger Clemens!

SCORE takes you to the ballpark with 893 cards in two series, 16 cards to a pack. SCORE has more than 100 rookie prospects and hot subsets like the Dream Team, the No-Hit Club and the All-Stars.

SCORE also has Joe DiMaggio! The Yankees' Hall-of-Fame outfielder has autographed 2,495 cards and you may be lucky enough to find one.*

DiMaggio, Strawberry, Clemens... and hundreds of other baseball stars come alive in the palm of your hand with SCORE!

*See details on Series I packs

SCORE®
THE INTELLIGENT CHOICE™

EAT MY DUST

The Fastest Guys On Earth

Maybe the tortoise *did* win the race, but to speed lovers, it's a lot more fun to be the hare. Nothing beats the rush of peeling out on a bike or feeling that first deep drop on a roller coaster.

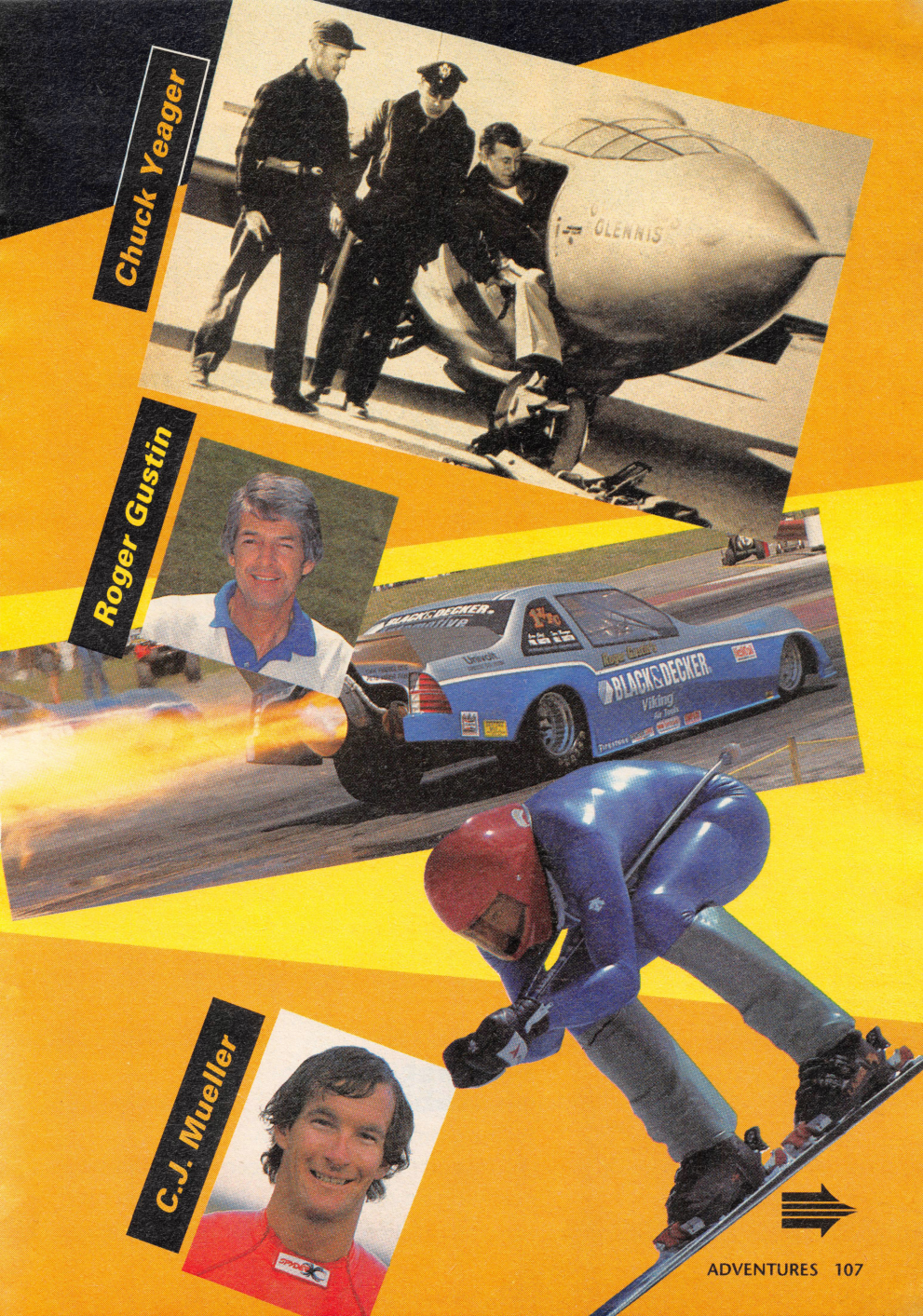
Just ask Chuck Yeager. He streaked across the sky in his jet, hitting speeds of almost 750 miles per hour. That's faster than the speed of sound! Yeager's jet went so fast, he was practically plastered against the back of his cockpit seat. The blood rushed to his head until Yeager thought he'd pass out.

"No problem," the jet speedster said later. "My philosophy is that if you don't have control over a flight, don't worry."

Blasting off in the sky is one feat, but imagine being a jet pilot *on the ground.* Roger Gustin races a jet-propelled dragster as fast as 280 miles per hour. At this speed, Gustin needs a parachute to stop his 6,000-horsepower hot rod. Almost every week, Gustin and other jet-powered jockeys compete in the world's fastest car races.

But even a turbo-thruster can't match the kick of being a human missile. That's what skier C.J. Mueller looks like when he wriggles into his speed suit and bullet-shaped helmet. Mueller snow-skies down chutes at 137 miles per hour. He says if he were to fall, the snow would rub his suit so hard that the material would melt his skin.

To these guys, racing isn't about winning or losing. It's about burning rubber all the way to the finish line. ***—Doug Palladini***


Chuck Yeager
GLENNIS
Roger Gustin
BLACK & DECKER
BLACK & DECKER
Viking
C.J. Mueller

FAST TALK

Fastest fastball:

Nolan Ryan can pitch at speeds over 100 miles per hour. The average pitcher lobs a ball at only 80 miles per hour.

Fastest man:

Carl Lewis eats up the track at 26 miles per hour. That's faster than the fastest jackrabbit.

Fastest bicycle:

John Howard rode at 152.284 miles per hour in 1985. That's almost three times faster than the legal speed limit for cars.

Fastest jet:

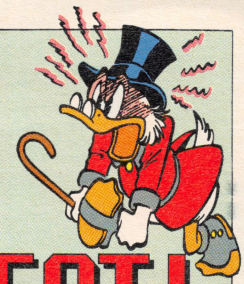
The U.S. Air Force Lockheed SR-71 flew over St. Louis, Missouri, at 2,242 miles per hour. At that speed, you could get from New York to Los Angeles in just over one hour.

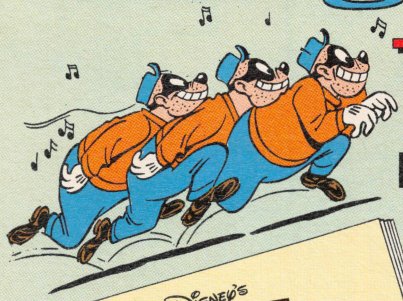
Fastest skateboarder:

Richard Brown hit a downhill speed of 71.79 miles per hour. But he was lying on his stomach. John Huston hit 53.45 miles per hour hanging ten.

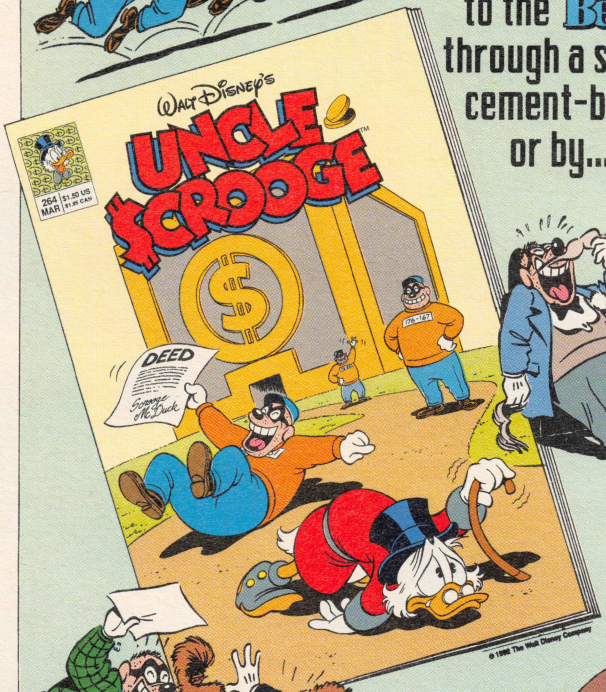
ILLUSTRATION: AMY BRYANT

TRIPLE Beagle THREAT!





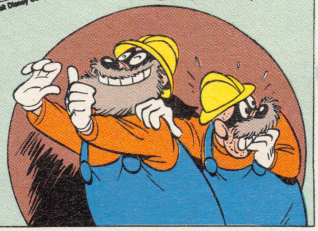
Will Scrooge lose his fortune to the **Beagle Boys** through a secret society, cement-boring insects or by...music?!?

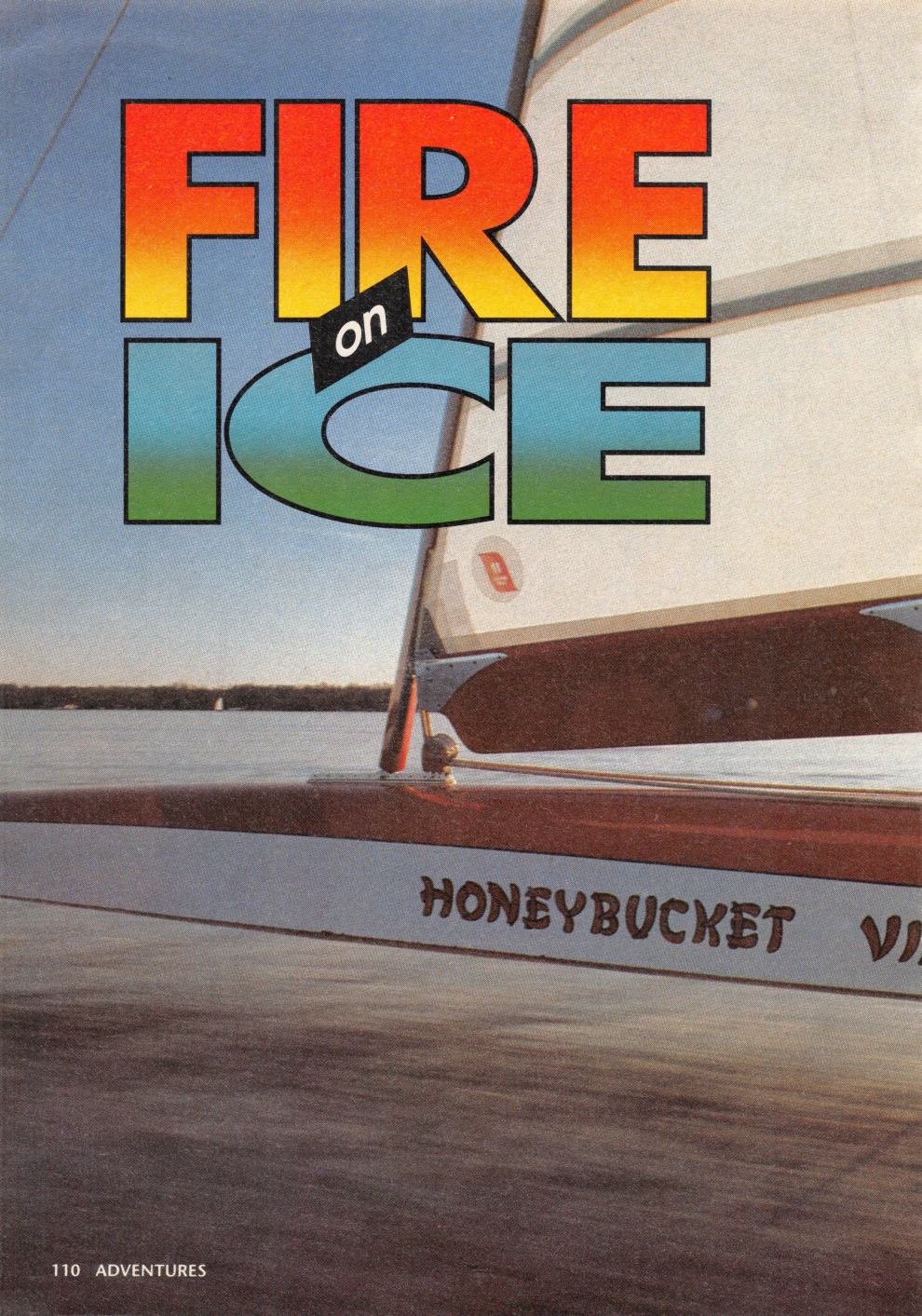


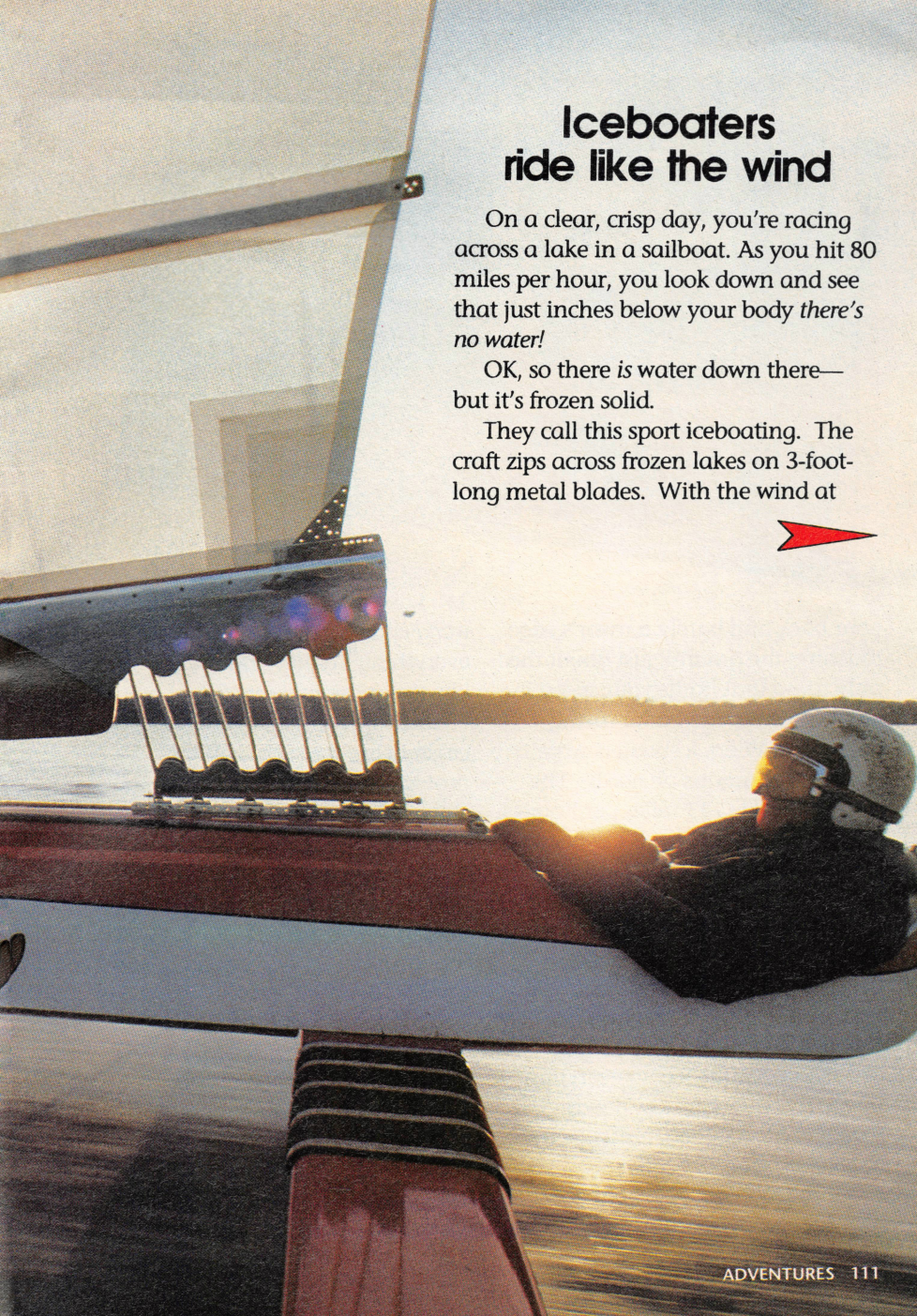
Find out in three terrific stories in the latest issue featuring art by Daniel Branca.

ON SALE NOW FROM

Disney COMICS




FIRE
on
ICE
HONEYBUCKET



Iceboaters ride like the wind

On a clear, crisp day, you're racing across a lake in a sailboat. As you hit 80 miles per hour, you look down and see that just inches below your body *there's no water!*

OK, so there *is* water down there—but it's frozen solid.

They call this sport iceboating. The craft zips across frozen lakes on 3-foot-long metal blades. With the wind at

your back and barely a razor's edge touching the ground, just about the only thing that limits your speed is your nerve. In fact, until racing cars came along, iceboaters were the fastest humans on earth. The record speed is 143 miles per hour. One iceboater said that it's "just like a jet-assisted takeoff."

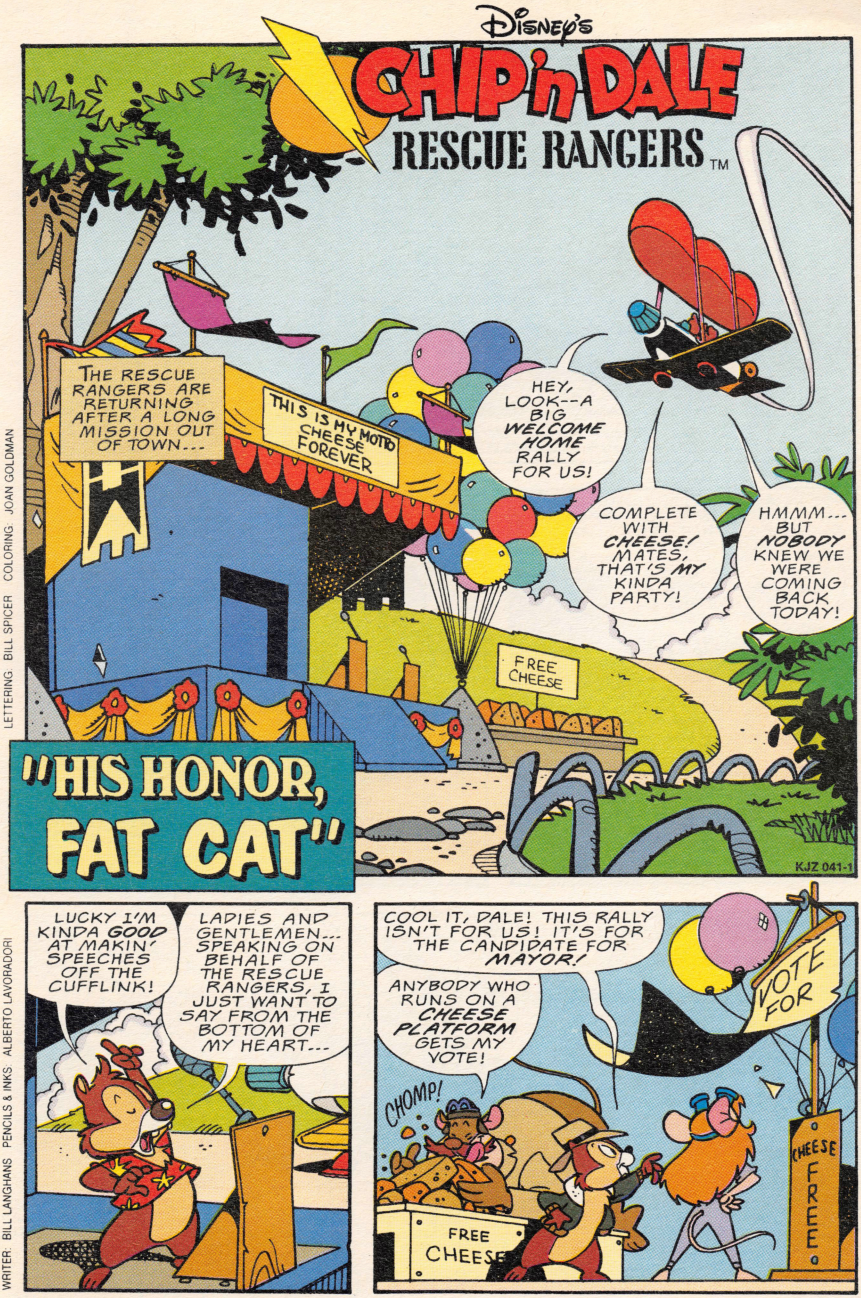
It makes sense that most people iceboat on northern lakes like Lake Huron. Matt Strubel, from Bay City, Michigan, takes his boat out on Huron every chance that he gets. "It's so exciting," he says. "You're low to the ice, so everything passes by really quickly. I was scared to try it at first, but once I did, I was hooked."

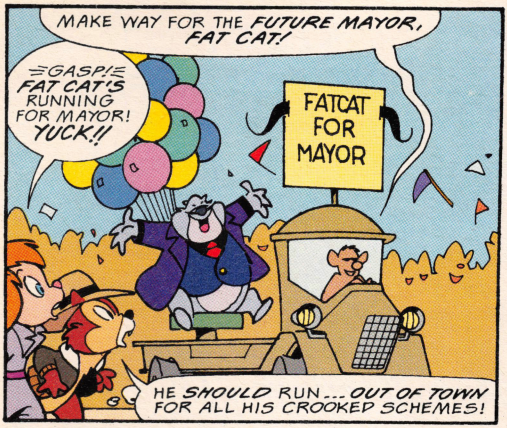
Matt, who is 18 years old now, won the national junior Detroit News Championships when he was 11! Last year, he won the junior *world* championship. "When everything's going right, you feel like you're really part of the boat."

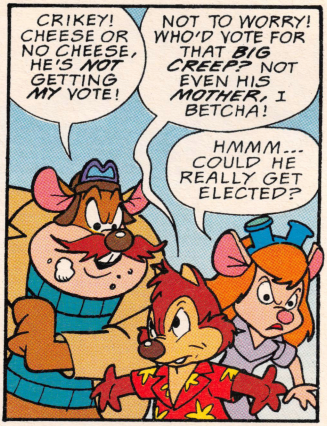
Racers wear nylon snowsuits, crash helmets and goggles to protect themselves from flying ice chips. The goggles also keep their eyes from freezing shut in the wind.

In fact, the biggest danger in the sport is not from crashing, but from freezing. When racers do crash, it's usually not with another boat, but through the thin ice itself. Ice sailors wear a metal "bear claw" hook around their necks to help them climb out if they fall into the freezing water. And if you think these guys are fast when they're on ice, you should see how quickly they move trying to get out of ice water. —*Jim Buckley*

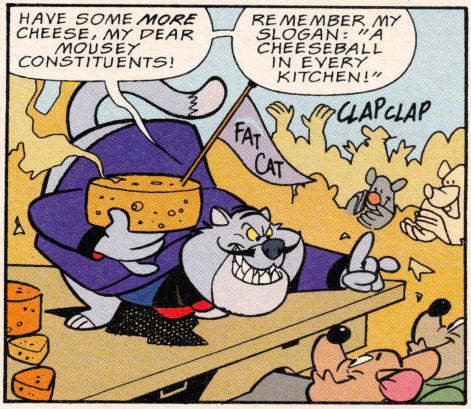
ILLUSTRATION: MARC BROWN

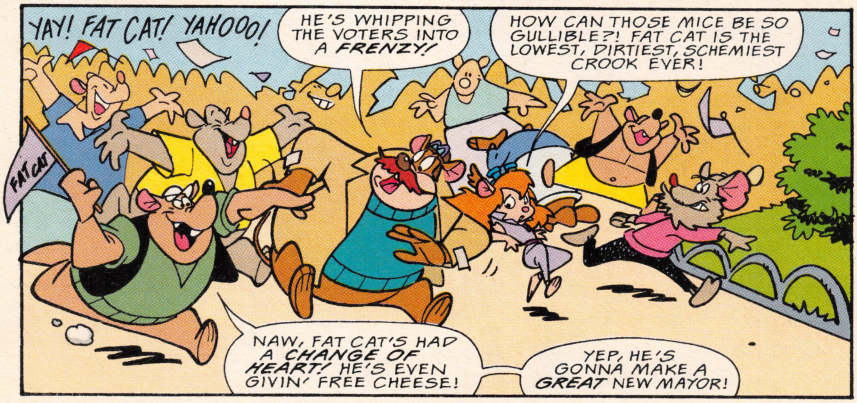

Disney's
CHIP 'n DALE
RESCUE RANGERS™
THE RESCUE RANGERS ARE RETURNING AFTER A LONG MISSION OUT OF TOWN...
THIS IS MY MOTTO CHEESE FOREVER
HEY, LOOK--A BIG WELCOME HOME RALLY FOR US!
COMPLETE WITH CHEESE! MATES, THAT'S MY KINDA PARTY!
HMMM... BUT NOBODY KNEW WE WERE COMING BACK TODAY!
FREE CHEESE
"HIS HONOR, FAT CAT"
KJZ 041-1
LUCKY I'M KINDA GOOD AT MAKIN' SPEECHES OFF THE CUFFLINK!
LADIES AND GENTLEMEN... SPEAKING ON BEHALF OF THE RESCUE RANGERS, I JUST WANT TO SAY FROM THE BOTTOM OF MY HEART...
COOL IT, DALE! THIS RALLY ISN'T FOR US! IT'S FOR THE CANDIDATE FOR MAYOR!
ANYBODY WHO RUNS ON A CHEESE PLATFORM GETS MY VOTE!
VOTE FOR
CHOMP!
FREE CHEESE
CHEESE FREE
WRITER: BILL LANGHANS PENCILS & INKS: ALBERTO LAVORADORI LETTERING: BILL SPICER COLORING: JOAN GOLDMAN

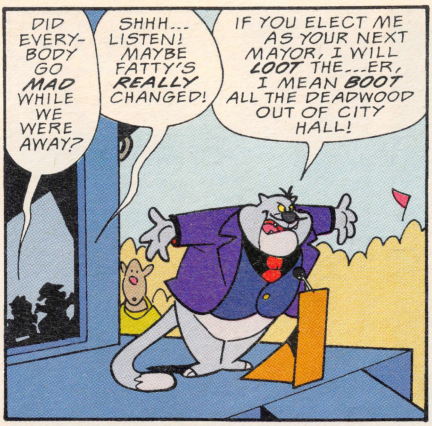

MAKE WAY FOR THE FUTURE MAYOR, FAT CAT!
=GASP!= FAT CAT'S RUNNING FOR MAYOR! YUCK!!
FATCAT FOR MAYOR
HE SHOULD RUN... OUT OF TOWN FOR ALL HIS CROOKED SCHEMES!

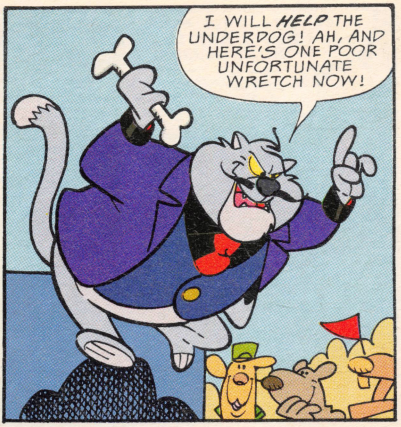

CRIKEY! CHEESE OR NO CHEESE, HE'S NOT GETTING MY VOTE!
NOT TO WORRY! WHO'D VOTE FOR THAT BIG CREEP? NOT EVEN HIS MOTHER, I BETCHA!
HMMM... COULD HE REALLY GET ELECTED?

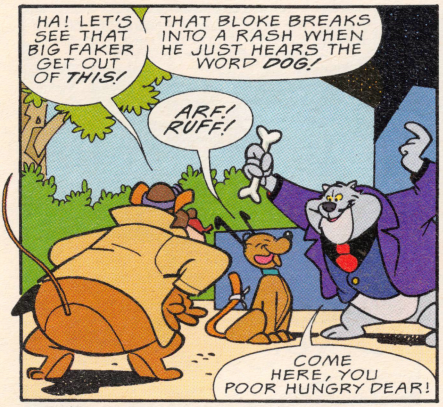
NOT IN A FAIR ELECTION! BUT FAT CAT DOESN'T DO ANY-THING FAIR, NOT EVEN PLAY SOLITAIRE!
I THINK IT'S TIME FOR A CLOSER LOOK AT HIS CAMPAIGN PRACTICES!

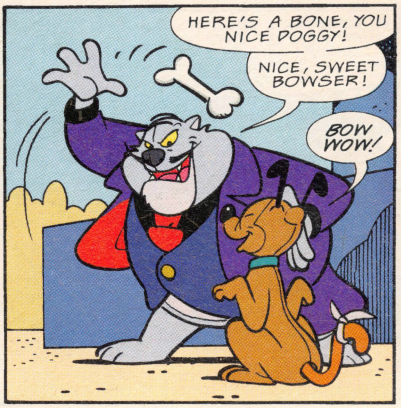

HAVE SOME MORE CHEESE, MY DEAR MOUSEY CONSTITUENTS!
REMEMBER MY SLOGAN: "A CHEESEBALL IN EVERY KITCHEN!"
FAT CAT
CLAP CLAP

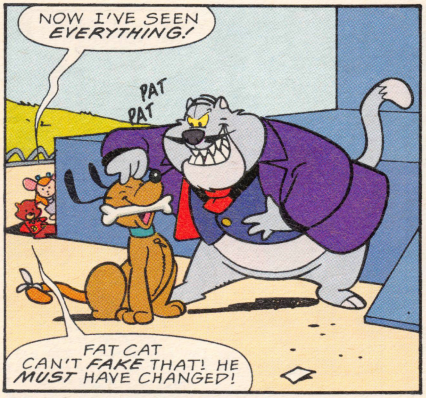

YAY! FAT CAT! YAHOOO!
HE'S WHIPPING THE VOTERS INTO A FRENZY!
HOW CAN THOSE MICE BE SO GULLIBLE?! FAT CAT IS THE LOWEST, DIRTIEST, SCHEMIEST CROOK EVER!
FAT CAT
NAW, FAT CAT'S HAD A CHANGE OF HEART! HE'S EVEN GIVIN' FREE CHEESE!
YEP, HE'S GONNA MAKE A GREAT NEW MAYOR!

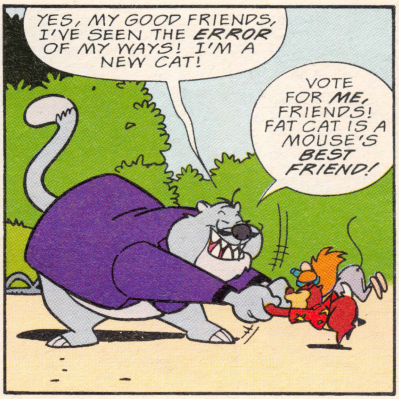

DID EVERY-BODY GO MAD WHILE WE WERE AWAY?
SHHH... LISTEN! MAYBE FATTY'S REALLY CHANGED!
IF YOU ELECT ME AS YOUR NEXT MAYOR, I WILL LOOT THE...ER, I MEAN BOOT ALL THE DEADWOOD OUT OF CITY HALL!

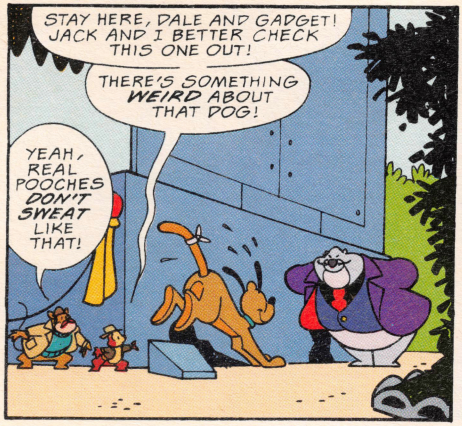

I WILL HELP THE UNDERDOG! AH, AND HERE'S ONE POOR UNFORTUNATE WRETCH NOW!


HA! LET'S SEE THAT BIG FAKER GET OUT OF THIS!
THAT BLOKE BREAKS INTO A RASH WHEN HE JUST HEARS THE WORD DOG!
ARF! RUFF!
COME HERE, YOU POOR HUNGRY DEAR!

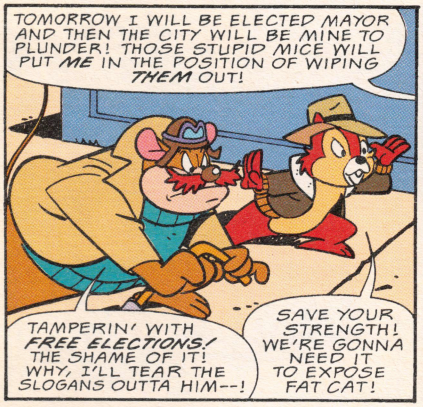

HERE'S A BONE, YOU NICE DOGGY!
NICE, SWEET BOWSER!
BOW WOW!

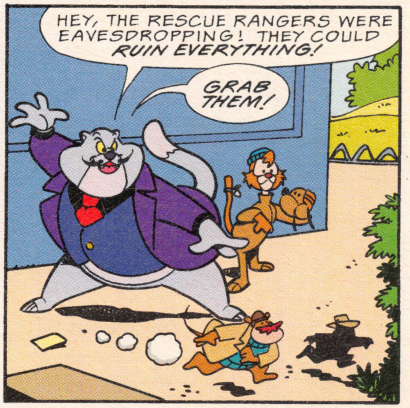

NOW I'VE SEEN EVERYTHING!
PAT PAT
FAT CAT CAN'T FAKE THAT! HE MUST HAVE CHANGED!

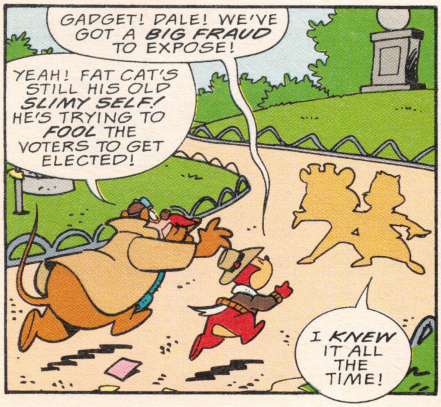

YES, MY GOOD FRIENDS, I'VE SEEN THE ERROR OF MY WAYS! I'M A NEW CAT!
VOTE FOR ME, FRIENDS! FAT CAT IS A MOUSE'S BEST FRIEND!

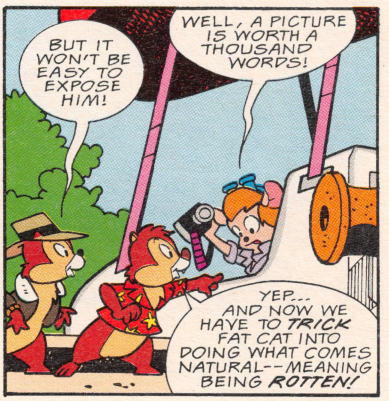

STAY HERE, DALE AND GADGET! JACK AND I BETTER CHECK THIS ONE OUT!
THERE'S SOMETHING WEIRD ABOUT THAT DOG!
YEAH, REAL POOCHES DON'T SWEAT LIKE THAT!

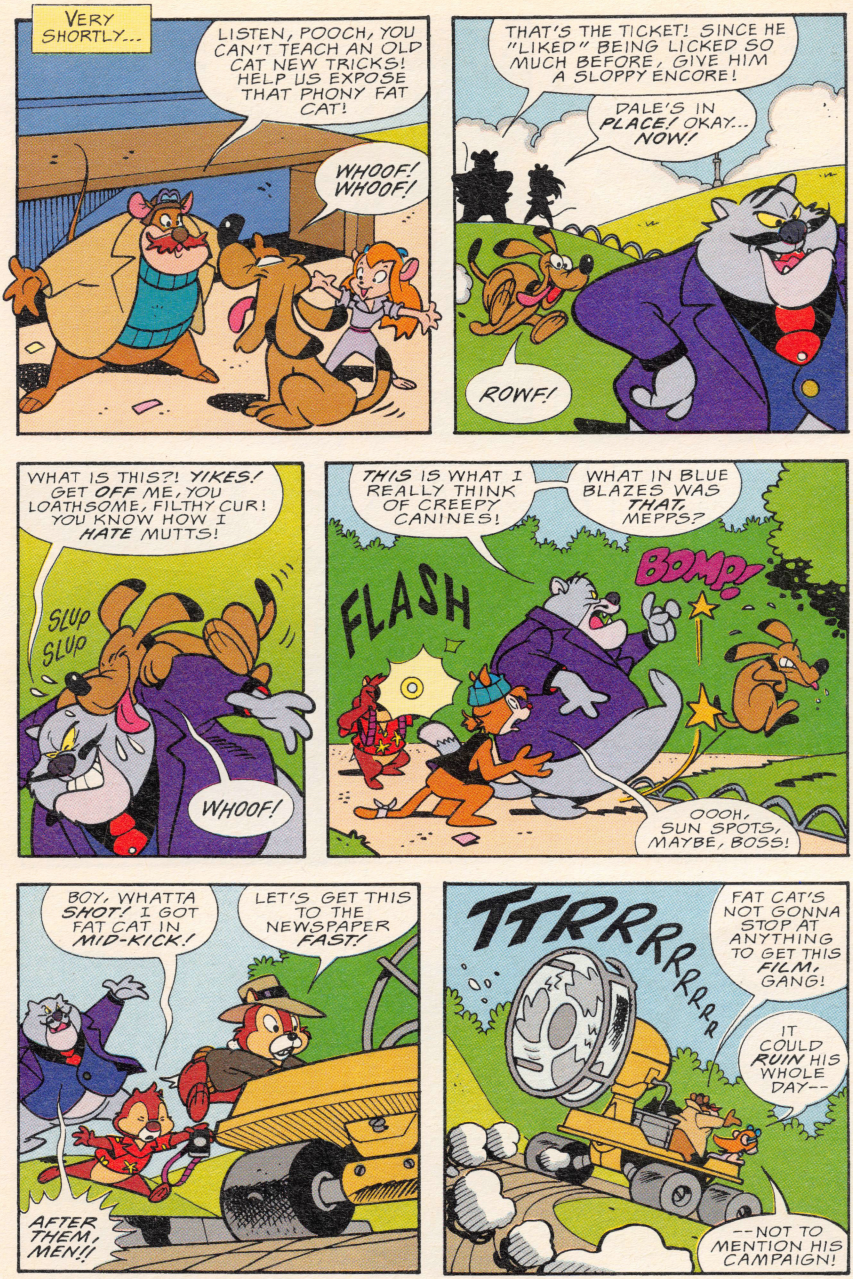
=WHEW!= THAT MUTT HEADPIECE IS HOT, BOSS!
EXCELLENT PERFORMANCE, MEPPS!
YOU ALMOST HAD ME CONVINCED YOU WERE A WRETCHED CUR!

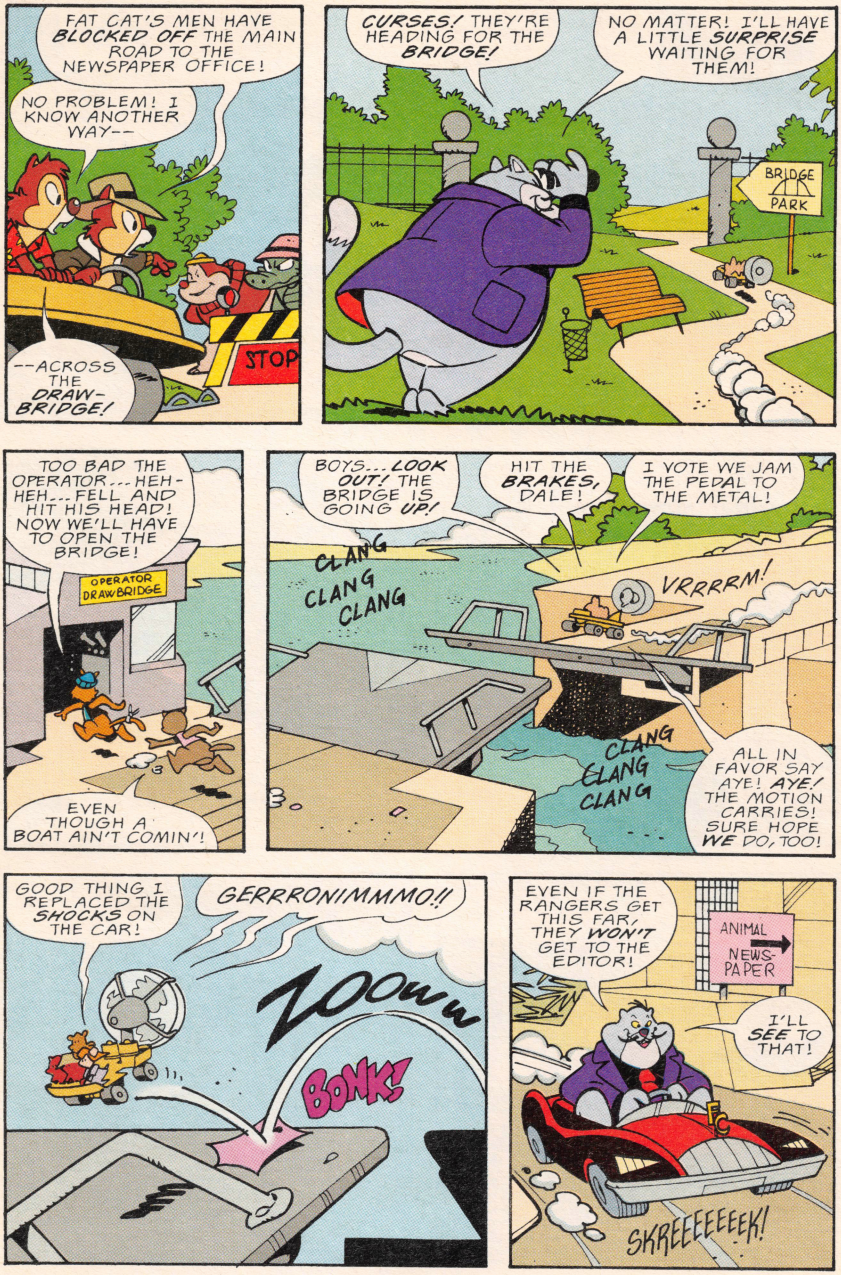

TOMORROW I WILL BE ELECTED MAYOR AND THEN THE CITY WILL BE MINE TO PLUNDER! THOSE STUPID MICE WILL PUT ME IN THE POSITION OF WIPING THEM OUT!
TAMPERIN' WITH FREE ELECTIONS! THE SHAME OF IT! WHY, I'LL TEAR THE SLOGANS OUTTA HIM--!
SAVE YOUR STRENGTH! WE'RE GONNA NEED IT TO EXPOSE FAT CAT!

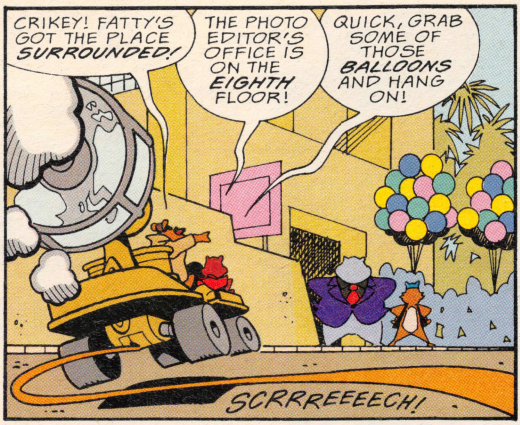

HEY, THE RESCUE RANGERS WERE EAVESDROPPING! THEY COULD RUIN EVERYTHING!
GRAB THEM!

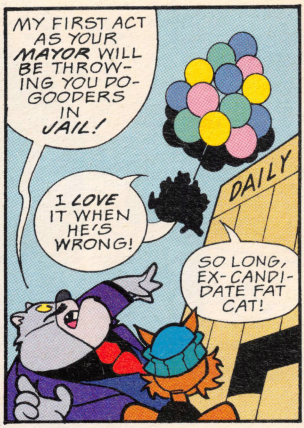

GADGET! DALE! WE'VE GOT A BIG FRAUD TO EXPOSE!
YEAH! FAT CAT'S STILL HIS OLD SLIMY SELF! HE'S TRYING TO FOOL THE VOTERS TO GET ELECTED!
I KNEW IT ALL THE TIME!

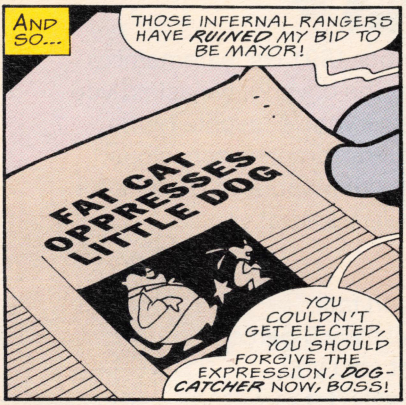

BUT IT WON'T BE EASY TO EXPOSE HIM!
WELL, A PICTURE IS WORTH A THOUSAND WORDS!
YEP... AND NOW WE HAVE TO TRICK FAT CAT INTO DOING WHAT COMES NATURAL--MEANING BEING ROTTEN!

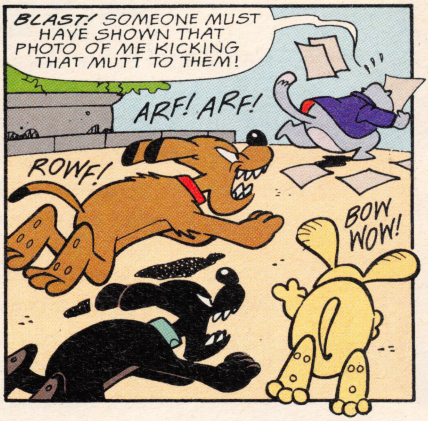

VERY SHORTLY...
LISTEN, POOCH, YOU CAN'T TEACH AN OLD CAT NEW TRICKS! HELP US EXPOSE THAT PHONY FAT CAT!
WHOOF! WHOOF!
THAT'S THE TICKET! SINCE HE "LIKED" BEING LICKED SO MUCH BEFORE, GIVE HIM A SLOPPY ENCORE!
DALE'S IN PLACE! OKAY... NOW!
ROWF!
WHAT IS THIS?! YIKES! GET OFF ME, YOU LOATHSOME, FILTHY CUR! YOU KNOW HOW I HATE MUTTS!
SLUP SLUP
WHOOF!
THIS IS WHAT I REALLY THINK OF CREEPY CANINES!
WHAT IN BLUE BLAZES WAS THAT, MEPPS?
FLASH
BOMP!
OOOH, SUN SPOTS, MAYBE, BOSS!
BOY, WHATTA SHOT! I GOT FAT CAT IN MID-KICK!
LET'S GET THIS TO THE NEWSPAPER FAST!
AFTER THEM, MEN!!
TTRRRRRRRR
FAT CAT'S NOT GONNA STOP AT ANYTHING TO GET THIS FILM, GANG!
IT COULD RUIN HIS WHOLE DAY--
--NOT TO MENTION HIS CAMPAIGN!

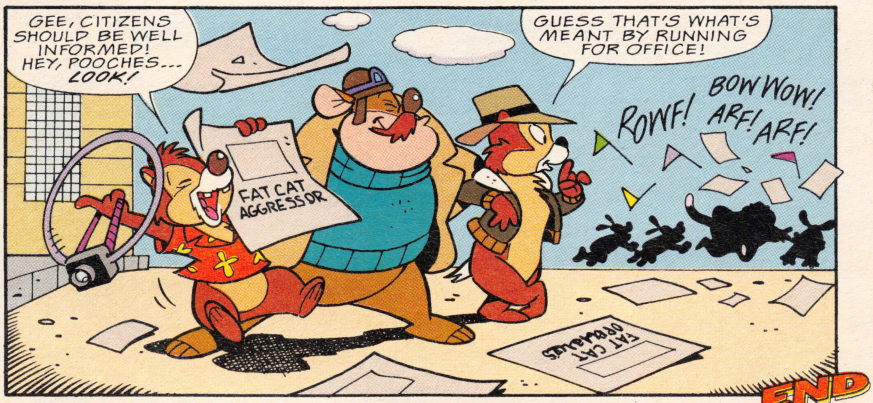

FAT CAT'S MEN HAVE BLOCKED OFF THE MAIN ROAD TO THE NEWSPAPER OFFICE!
NO PROBLEM! I KNOW ANOTHER WAY--
--ACROSS THE DRAW-BRIDGE!
STOP
CURSES! THEY'RE HEADING FOR THE BRIDGE!
NO MATTER! I'LL HAVE A LITTLE SURPRISE WAITING FOR THEM!
BRIDGE PARK
TOO BAD THE OPERATOR... HEH-HEH... FELL AND HIT HIS HEAD! NOW WE'LL HAVE TO OPEN THE BRIDGE!
OPERATOR DRAWBRIDGE
EVEN THOUGH A BOAT AIN'T COMIN'!
BOYS... LOOK OUT! THE BRIDGE IS GOING UP!
HIT THE BRAKES, DALE!
I YOTE WE JAM THE PEDAL TO THE METAL!
CLANG CLANG CLANG
VRRRRM!
CLANG CLANG CLANG
ALL IN FAVOR SAY AYE! AYE! THE MOTION CARRIES! SURE HOPE WE DO, TOO!
GOOD THING I REPLACED THE SHOCKS ON THE CAR!
GERRRONIMMMO!!
ZOOWW
BONK!
EVEN IF THE RANGERS GET THIS FAR, THEY WON'T GET TO THE EDITOR!
ANIMAL NEWS-PAPER
I'LL SEE TO THAT!
SKREEEEEEEK!


CRIKEY! FATTY'S GOT THE PLACE SURROUNDED!
THE PHOTO EDITOR'S OFFICE IS ON THE EIGHTH FLOOR!
QUICK, GRAB SOME OF THOSE BALLOONS AND HANG ON!
SCRRREEEECH!


MY FIRST ACT AS YOUR MAYOR WILL BE THROWING YOU DO-GOODERS IN JAIL!
I LOVE IT WHEN HE'S WRONG!
DAILY
SO LONG, EX-CANDIDATE FAT CAT!


AND SO...
THOSE INFERNAL RANGERS HAVE RUINED MY BID TO BE MAYOR!
FAT CAT OPPRESSES LITTLE DOG
YOU COULDN'T GET ELECTED, YOU SHOULD FORGIVE THE EXPRESSION, DOG-CATCHER NOW, BOSS!


BLAST! SOMEONE MUST HAVE SHOWN THAT PHOTO OF ME KICKING THAT MUTT TO THEM!
ARF! ARF!
ROWF!
BOW WOW!


GEE, CITIZENS SHOULD BE WELL INFORMED! HEY, POOCHES... LOOK!
FAT CAT AGGRESSOR
GUESS THAT'S WHAT'S MEANT BY RUNNING FOR OFFICE!
ROWF!
BOW WOW!
ARF! ARF!
END

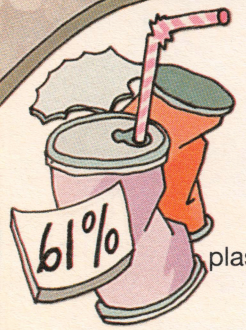
ECO-KID POLL '91

EARTH SURVEY RESULTS

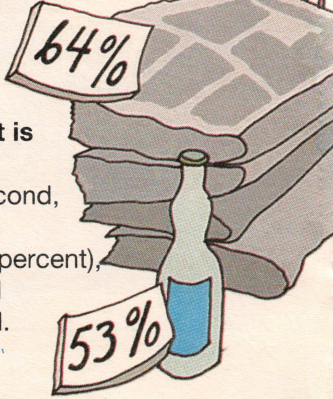
Disney Adventures

Hello, Earthlings! In our September 1991 issue (remember, the one with Macaulay Culkin on the cover?), we asked you a bunch of questions about everyone's favorite home planet—Earth. And being the environment-conscious readers you are, you sent us tons of responses. Thanks for telling us what you think. Here's what you said.

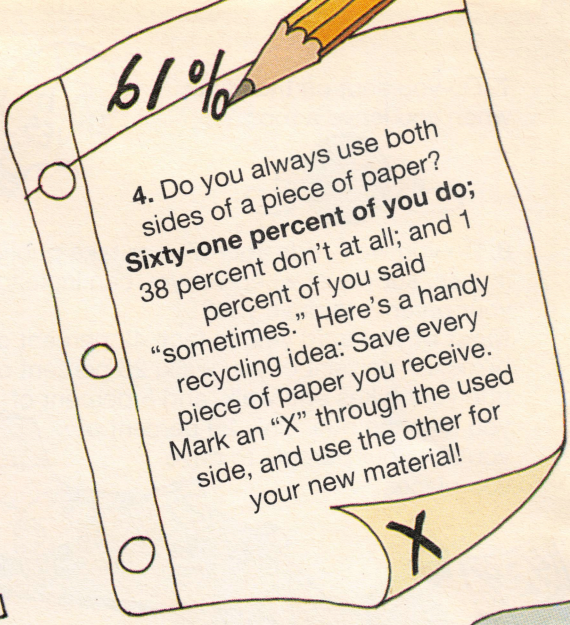
1. Do you recycle at home?
Almost all of you said yes. In fact, 91 percent of you recycle! Only 6 percent said no. And 3 percent said you would, but there wasn't a recycling center nearby.



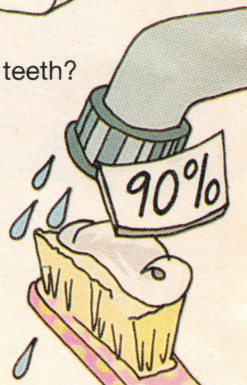
2. What do you recycle?
The thing you recycle the most is newspaper (64 percent). Aluminum (61 percent) came in second, then glass (53 percent), plastic (47 percent), tin/steel cans (40 percent), school paper (27 percent) and cardboard (1 percent) followed.

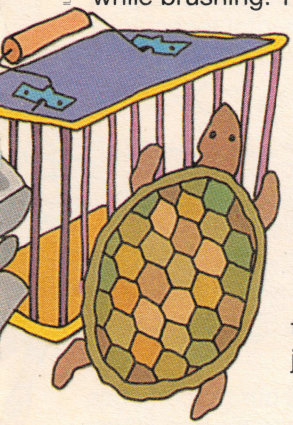


3. Do you ever have to remind your parents to recycle?
Your parents sound cool because only one-third of you have to remind them to recycle. The actual results: 69 percent said you didn't have to remind your parents; 30 percent of you said you did; and 1 percent said "sometimes."

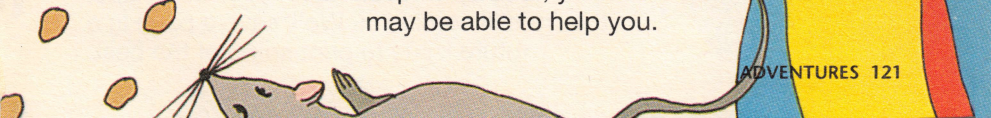


5. Do you turn off the water when you're brushing your teeth?
Most of you do turn off the water (90 percent). Only 9 percent of you said you don't, and 1 percent of you said "sometimes." According to the book *50 Simple Things Kids Can Do To Save the Earth*, the average person uses up to 5 gallons of water while brushing. That's equal to about 13 cans of soda!



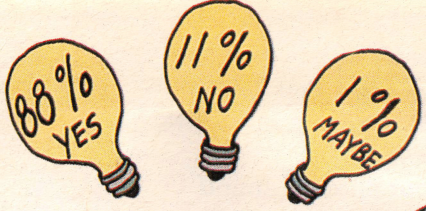


6. Have you or your school class adopted any animals?
Only one out of every three of you said you had adopted animals. Some animals adopted were: bats, fish, turtles, manatees, iguanas, tarantulas, lynx, mice, parrots, otters, jaguars and a rhino. If you want more information on how you or your class can adopt an animal, your local zoo may be able to help you.



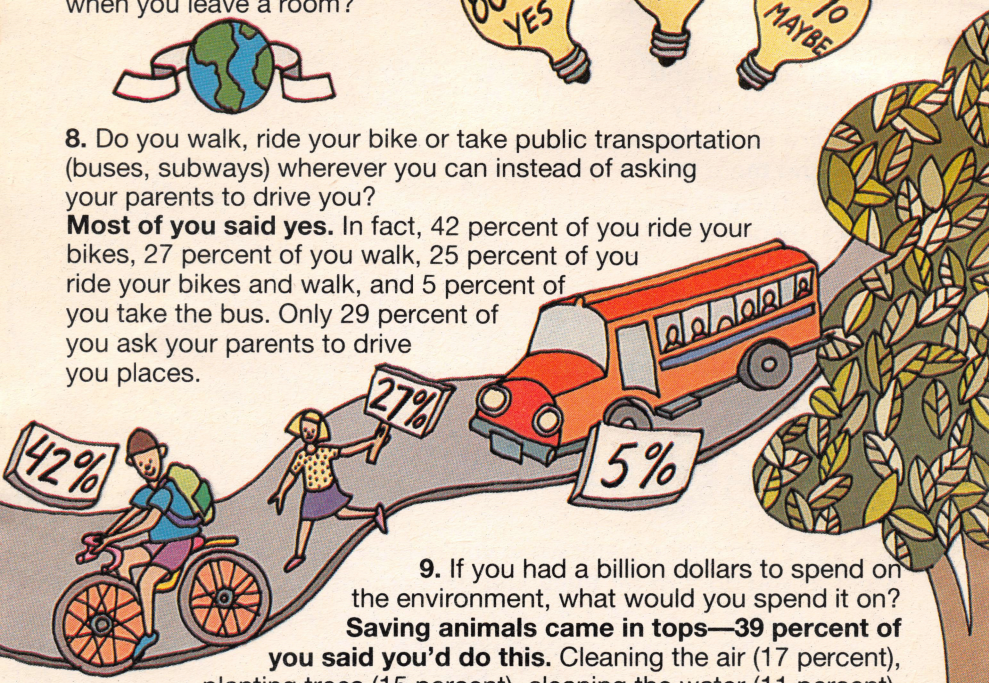
ILLUSTRATIONS: ANN THORSTENSSON-MASON

7. Do you shut off the lights when you leave a room?



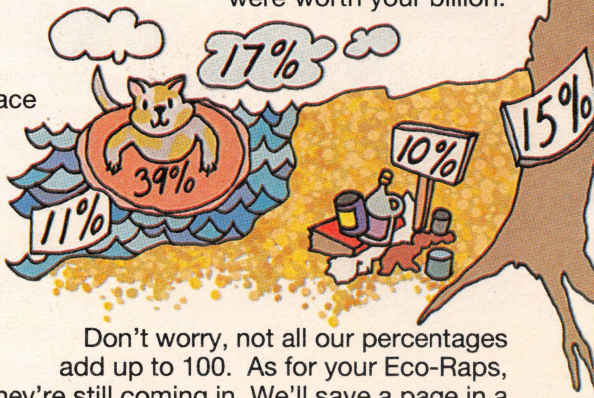
8. Do you walk, ride your bike or take public transportation (buses, subways) wherever you can instead of asking your parents to drive you?

Most of you said yes. In fact, 42 percent of you ride your bikes, 27 percent of you walk, 25 percent of you ride your bikes and walk, and 5 percent of you take the bus. Only 29 percent of you ask your parents to drive you places.

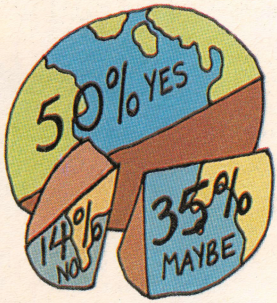


9. If you had a billion dollars to spend on the environment, what would you spend it on?

Saving animals came in tops—39 percent of you said you'd do this. Cleaning the air (17 percent), planting trees (15 percent), cleaning the water (11 percent), and recycling (10 percent) followed. But you also thought saving the rain forests, stopping forest fires, saving the ozone layer, helping homeless people, and developing future environmental technology were worth your billion.



10. Do you think the Earth will be a cleaner, greener place in the future?



Don't worry, not all our percentages add up to 100. As for your Eco-Raps, they're still coming in. We'll save a page in a future issue to print some of the best.

eye Poppers

What would the world look like if you were a mouse? These photos give you an idea. Can you guess what each one really is?

ILLUSTRATION: EDDIE YIP

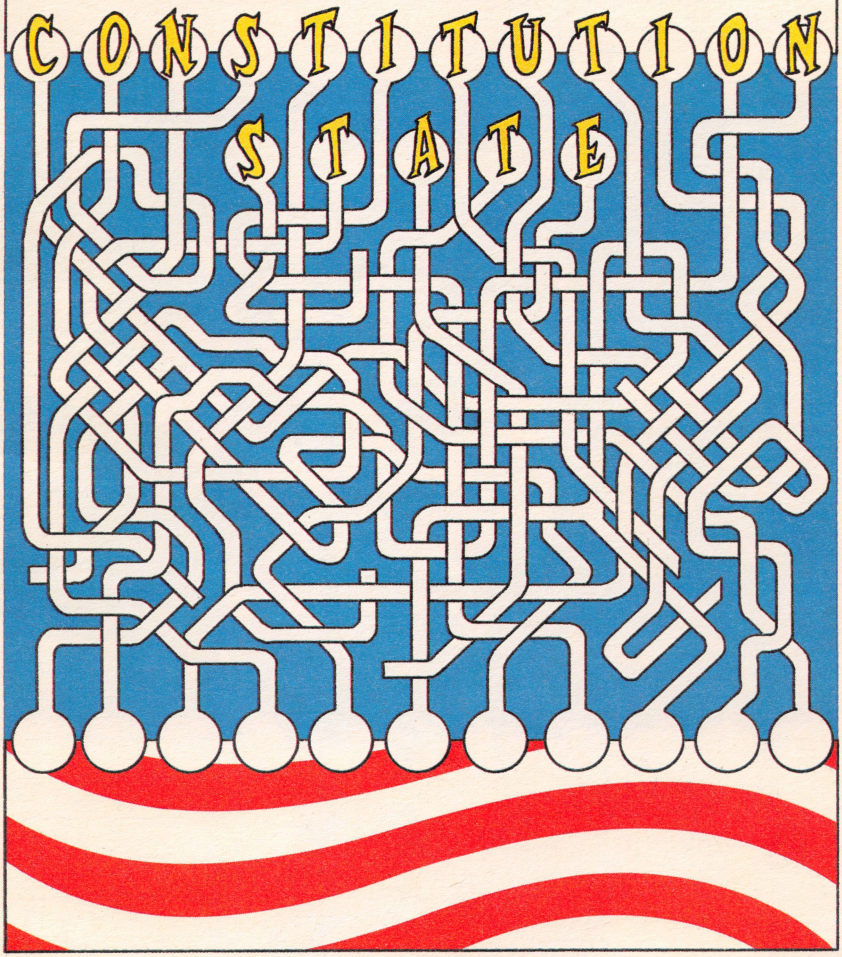
PHOTOS: HAROLD SWEET

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____
7. _____
8. _____

See answers on page 127.

THE SCRAMBLER!

Which state is called the Constitution State? To find out, follow the winding paths from each letter in "Constitution State." Some letters are dead ends, but others reach one or more answer circles below. Write those letters in the proper circles to discover the answer. The paths go over and under each other, so don't stop when paths cross.



PUZZLE AND ILLUSTRATION: ROBERT I. LEIGHTON

See answers on page 127.

NEVER SEEN, NEVER HEARD

A Riddle

In ancient times, many kings competed with riddles instead of fighting wars. After solving the riddle the Egyptian king Nactanabo had sent him, King Lycurgus of Babylon wanted to send him a challenge in return. To make sure everything would go in his favor, King Lycurgus sent the cleverest man he knew, Aesop, who was a storyteller and former slave.

Aesop quickly outwitted King Nactanabo, but the king would not let Aesop leave. King Nactanabo hoped to disgrace Aesop and send him home in defeat rather than with a tribute to his king. He tested Aesop with riddle after riddle, but Aesop easily solved each one. Finally, King Nactanabo came up with an impossible task for Aesop.

"If you can bring me something that I've never seen or heard about," the king told Aesop, "I'll send one thousand dollars as a tribute to your king. If you fail, you must leave and admit both your and your king's defeat."

Aesop begged to have three days to find something so rare that the king would never have seen it or even heard of it. King Nactanabo agreed. He knew that no matter what Aesop brought or told him, all he had to do was say he'd already seen it. His advisers were ordered to say the same thing.

When Aesop returned, he handed King Nactanabo a small piece of paper. Just as planned, the king and his advisers all said, "We've seen this before. We know all about it. You have failed."

"Good," said Aesop. "I've passed your test and will accept the one-thousand-dollar tribute for my king."

There was nothing King Nactanabo or his advisers could do or say. If the king said he had seen the paper, he *had* to pay King Lycurgus one thousand dollars. And if he said he *had not* seen the paper, he had to pay King Lycurgus one thousand dollars. What words had Aesop written on the paper?

ILLUSTRATION: ANN THORSTENSSON-MASON

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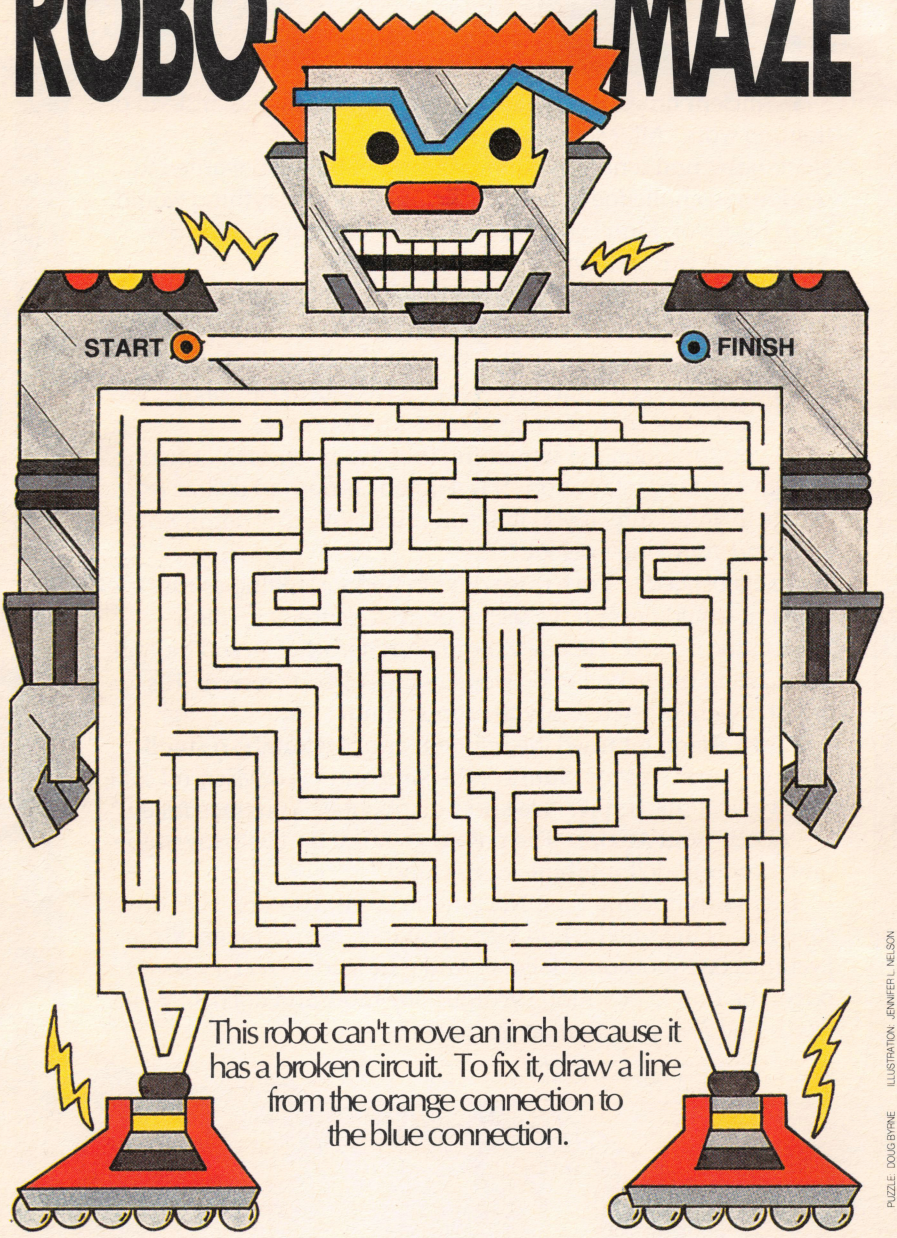
See answer on page 127.

ROBO MAZE



This robot can't move an inch because it has a broken circuit. To fix it, draw a line from the orange connection to the blue connection.

PUZZLE: DOUG BYRNE ILLUSTRATION: JENNIFER L. NELSON

ANSWERS

ROBO MAZE

Jokes

Q: Why did the cow cross the road?
A: To go to the moovie.
Ben Miller
N. Miami Beach, Florida

Q: Why does 6 hate 7?
A: 'Cause 789 (seven ate nine)
Chris Lam
Richmond, BC Canada

THE SCRAMBLER!

NEVER SEEN, NEVER HEARD

HOW IT WAS DONE: The paper said: *I, King Nactanabo, owe King Lycurgus one thousand dollars to be paid to Aesop.* (signed) *King Nactanabo*

EYE POPPERS

1. Ballpoint pen
2. Tennis shoe sole
3. Spring clip
4. Faucet knob
5. Light bulb filament
6. Bottle cap
7. Postage stamp
8. Zipper

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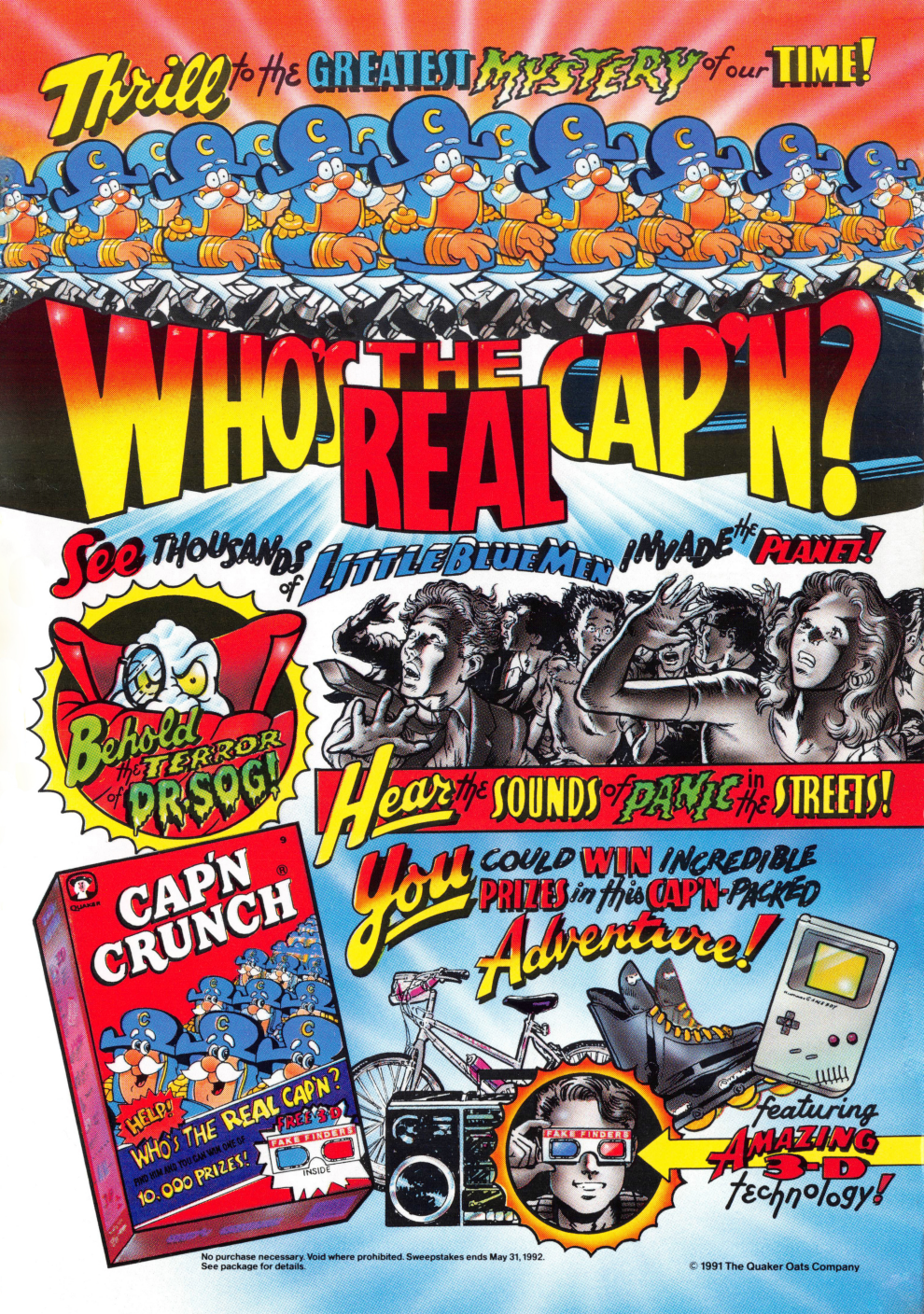

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